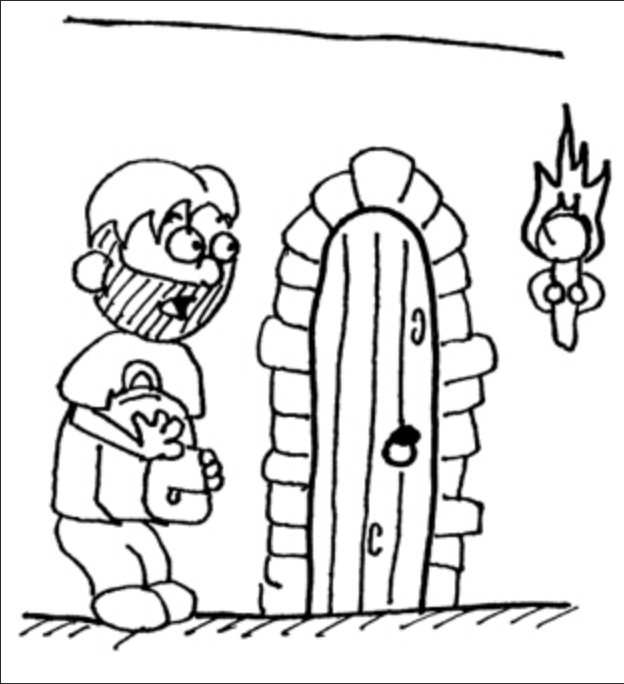


Bay 12 Games Forum

Dwarf Fortress => DF Community Games & Stories => Topic started by: Brewster on October 20, 2012, 03:56:19 pm

Title: **the peasant dwarf**
Post by: **Brewster** on **October 20, 2012, 03:56:19 pm**

Spoiler: INTRO (click to show/hide)
A play-by-post role-playing game.
Stole the idea from SoapEater (<http://www.bay12forums.com/smf/index.php?topic=109582.0>).
I have my own selfish reason to help with my quick drawing skills, but it's also to have fun community involvement.
I'll start the story, people post a few actions the character should do, and I'll continue the story in the next post with either the most common action said or my favorite action.
Enjoy.



You wake up to "Happy Birthday!"
"You're twelve years old today" your mother says.
"Out 'ta go" your father says, as he lifts you out of bed and gives you a boot in the ass out the door.
You stand outside of the room your family shares and are pelted in the chest with your belongings. It's dwarven culture that once a dwarf becomes a full member of society, spared from goblin snatchers, they are on their own.
"See you around" is utter behind the door before it slams on your face.
Stunned you stand there mouth gaping, what are you going to do now?!

Spoiler: INVENTORY (click to show/hide)
pig tail fiber shirt, body
armadillo leather trousers, legs
sheep wool shoes, feet
cave spider silk backpack, hauling
- 100 gold coins
- iron dagger
- strawberries [3]

Title: **Re: the peasant dwarf**
Post by: **tomio175** on **October 20, 2012, 03:59:24 pm**

Buy a proper weapon and armor from that money (Preference: Armor). Go out, adventure, kill goblins, make a name for yourself, kill all the goblins. Not necessarily in that order.

Title: **Re: the peasant dwarf**
Post by: **Cinder** on **October 20, 2012, 04:01:18 pm**

Commune with Armok

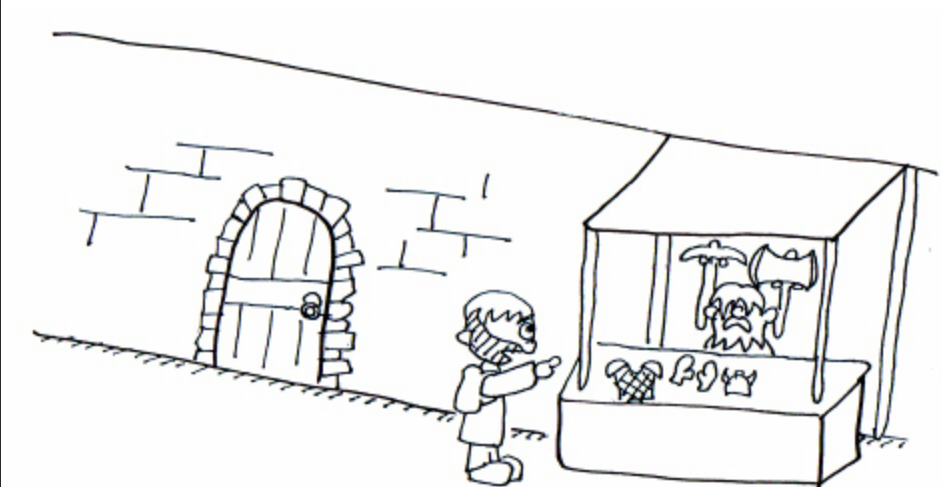
Title: **Re: the peasant dwarf**
Post by: **Scruffy** on **October 20, 2012, 04:11:57 pm**

Buy a pickaxe. Dig your way to the armory.

Title: **Re: the peasant dwarf**
Post by: **GreatWyrnGold** on **October 20, 2012, 04:30:49 pm**

Quote from: Scruffy on October 20, 2012, 04:11:57 pm
Buy a pickaxe. Dig your way to the ~~armory~~ closest dark fortress.

Title: **Re: the peasant dwarf**
Post by: **Brewster** on **October 20, 2012, 11:01:11 pm**



Obviously you couldn't go into the armory and grab armor and gear as you're not apart of the royal army, but you do go visit a market stall and purchase a mining pick. Dreams of riches run through your mind, as you think of all the gems and ores you'll uncover. While standing googly eyed in a day-dream you hear the trumpets of the Queen's arrival.

Spoiler: [INVENTORY](#) (click to show/hide)

- pig tail fiber shirt, body
- armadillo leather trousers, legs
- sheep wool shoes, feet
- cave spider silk backpack, back
- 20 gold coins
- iron dagger
- strawberries [3]
- copper pick, right hand

Title: **Re: the peasant dwarf**
Post by: **Cinder** on **October 20, 2012, 11:19:52 pm**

> Quickly kneel down and use your beard - wait you barely have any beard - use your hands to cover your eyes as the Queen pass by. This is because the Overseer had been crazy enough to have a gorgon queen.

Title: **Re: the peasant dwarf**
Post by: **tomio175** on **October 21, 2012, 03:43:59 am**

Kill queen, become king.

Title: **Re: the peasant dwarf**
Post by: **Cinder** on **October 21, 2012, 03:57:44 am**

[Quote from: tomio175 on October 21, 2012, 03:43:59 am](#)

Attempt to Kill medusa queen, become stone statue.

FTFY

Title: **Re: the peasant dwarf**
Post by: **Scruffy** on **October 21, 2012, 04:59:09 am**

The queen is so beatiful. Just look at her elegant beard and pretty little mustache. Too bad that she doesn't even notice you while she walks through the corridor with the captain of the guard.

1.You choose to become a noble. You sneak in the Baron's bedroom (ignore the random drunkard drinking from a keg in the corner) and start waiting for a chance to shank the baron with your iron dagger and take his identity.

Or

2. You want to impress the queen. To do so you need to get some better equipment like the captain of the guard. Surely she will notice you then. You enlist as a smith. But first you need to mine some ore. Off to the mines..

Title: **Re: the peasant dwarf**
Post by: **Broken** on **October 21, 2012, 07:26:13 am**

I try to remember my name. :P

Title: **Re: the peasant dwarf**
Post by: **darkfragrance** on **October 21, 2012, 07:29:29 am**

[Quote from: Scruffy on October 21, 2012, 04:59:09 am](#)

The queen is so beatiful. Just look at her elegant beard and pretty little mustache. Too bad that she doesn't even notice you while she walks through the corridor with the captain of the guard.

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Or

2. You want to impress the queen. To do so you need to get some better equipment like the captain of the guard. Surely she will notice you then. You enlist as a smith. But first you need to mine some ore. Off to the mines..

The first. Suffer not the noble to live!

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **October 21, 2012, 07:38:52 am**

[Quote from: Scruffy on October 21, 2012, 04:59:09 am](#)

The queen is so beatiful. Just look at her elegant beard and pretty little mustache. Too bad that she doesn't even notice you while she walks through the corridor with the captain of the guard.

1.You choose to become a noble. You sneak in the Baron's bedroom (ignore the random drunkard drinking from a keg in the corner) and start waiting for a chance to shank the baron with your iron dagger and take his identity.

Or

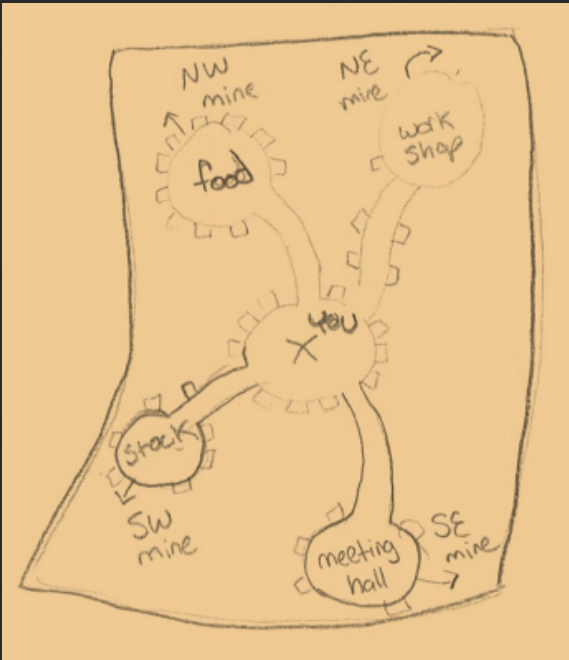
2. You want to impress the queen. To do so you need to get some better equipment like the captain of the guard. Surely she will notice you then. You enlist as a smith. But first you need to mine some ore. Off to the mines..

3. I want to impress her majesty. To do so I need better equipment and tasteful quarters. I dig out a bedroom for myself and smooth it, then haul the rock(s) from that to a mason's workshop and make a door, a cabinet and a coffer for myself. I also buy a log and make my own bed at the carpenter's. If there is rock left, I make statues. I'll need to decorate those... off to the mines, to get ore and gems!

Title: **Re: the peasant dwarf**
Post by: **Brewster** on **October 21, 2012, 08:22:34 am**



You kneel down and bow before the queen. You smell the sweet scent of swamp whiskey as she passes you by in a confident stride. You decided to use your new purchase and enlist in the miner's guild to build your life. Successful in your enrollment which consisted of a grunt and 'sure' with a map being thrown in your face, you ponder which mine you should explore.



Spoiler: INVENTORY (click to show/hide)
pig tail fiber shirt, body
armadillo leather trousers, legs
sheep wool shoes, feet
cave spider silk backpack, back
- 20 gold coins
- iron dagger
- strawberries [3]
copper pick, right hand
Mountainhome map, left hand

Title: **Re: the peasant dwarf**
Post by: **Scruffy** on **October 21, 2012, 08:48:48 am**

You journey to the SW mines. While searching for a spot to start you find an area that for some reason seems untouched by the other miners. You sense great wealth in that direction and wonder why others have chosen to leave it alone. You start to dig. The walls are slowly getting warmer..

Title: **Re: the peasant dwarf**
Post by: **Brewster** on **October 21, 2012, 11:29:26 am**



You travel through the stock rooms to go to the southwest mines. The stock rooms are hardly visited, and you see no other dwarfs in the area. All you hear is your own heavy breathing as you cautiously walk through the bins and bags full of the fortresses wares. Cursing yourself you should have brought a torch. You grip your pick even tighter when you hear the occasion scratching or dripping sound. You

are sure you hear a hissing sound to you left, or was it your right?! Your imagination is running wild!

Spoiler: [INVENTORY](#) (click to show/hide)
pig tail fiber shirt, body
armadillo leather trousers, legs
sheep wool shoes, feet
cave spider silk backpack, back
- 20 gold coins
- iron dagger
- strawberries [3]
- Mountainhome map
copper pick, multigrasp

Title: **Re: the peasant dwarf**
Post by: **Scruffy** on **October 21, 2012, 11:50:01 am**

You hear a sudden, loud noise from somewhere. Scared and panicked you swing the pick with all your might to your right. You feel the pick hit and sink into something. You hear a horrible shriek that stops as fast as it started. You creep closer to see what you just hit..

Title: **Re: the peasant dwarf**
Post by: **CountAlex** on **October 21, 2012, 12:00:22 pm**

Feel rage for anything that dares to hiss on you and charge in random direction with yells and waving pick in hands

Title: **Re: the peasant dwarf**
Post by: **Brewster** on **October 21, 2012, 02:26:35 pm**



With all your will, you swallow your nerves and concentrate on the sounds around you. With the first hint of a 'hiss' you swing wildly to your right and connect! You hear an extremely loud snarl and a jerk at the end of your pick, causing you to lose your grip, but then nothing. You crawl in the darkness and find between two barrels is an exterminated large rat. It must of came from the caverns below. The sight of blood and rat brains sickens you.
(+1 mining, +1 fighting, +1 observer)

Spoiler: [INVENTORY](#) (click to show/hide)
pig tail fiber shirt, body
armadillo leather trousers, legs
sheep wool shoes, feet
cave spider silk backpack, back
- 20 gold coins
- iron dagger
- strawberries [3]
- Mountainhome map

Title: **Re: the peasant dwarf**
Post by: **Scruffy** on **October 21, 2012, 03:18:52 pm**

Aww, I was hoping that it would be a sleeping drunkard or the queen

Title: **Re: the peasant dwarf**
Post by: **Cinder** on **October 21, 2012, 04:15:40 pm**

Sleeping drunkard: Try to kill the guy who killed your pet rat

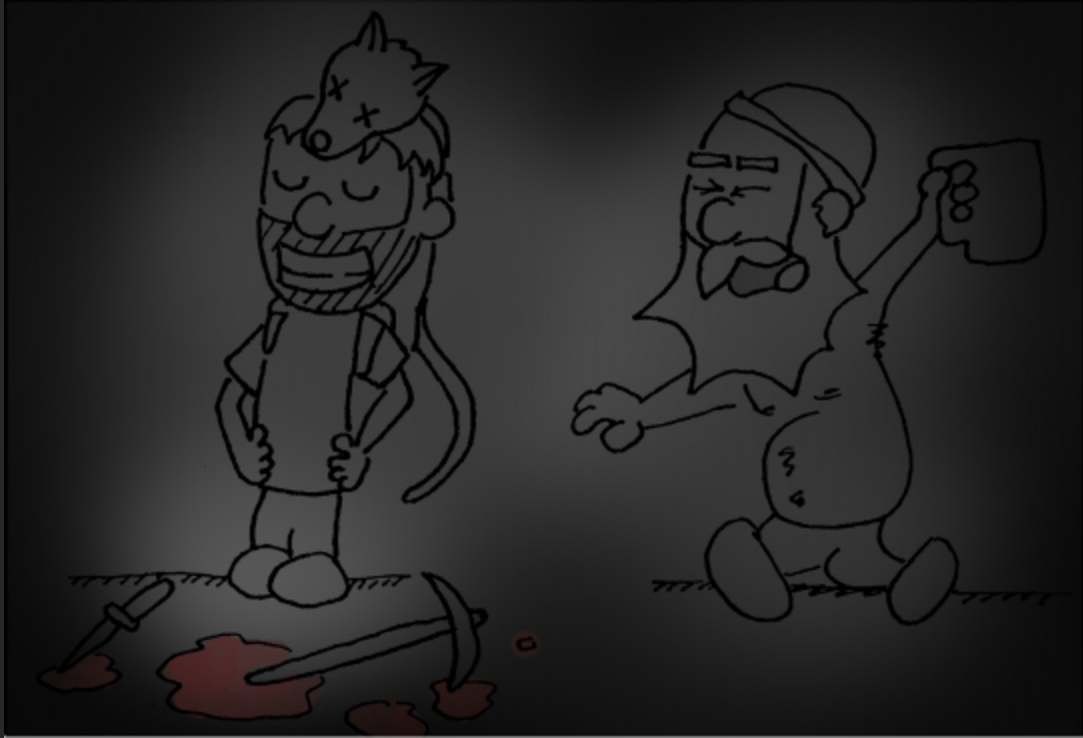
Title: **Re: the peasant dwarf**
Post by: **Firehawk45** on **October 21, 2012, 04:46:29 pm**

Take the rat to the butchery.... Theve got to pay for that, and even if not, flesh is nice :)

Title: **Re: the peasant dwarf**
Post by: **Scruffy** on **October 21, 2012, 05:04:43 pm**

It is cold here in the mines and you remember a really important axedwarf being famous for wearing a wolfpelt on as a cloak and hood. You choose to skin the rat and wear it's (still somewhat bloody) head as a hood.

Title: **Re: the peasant dwarf**
Post by: **Brewster** on **October 21, 2012, 07:18:06 pm**



You take your dagger from your pack and begin skinning the fresh corpse. As you've never butchered anything before you make a mess of the skin and it takes you ages to finally make a hat from it. You proudly wear your new item, as blood trickles down your neck. Before you even realize you hear screaming "Not SQUEAKERZ!!!" You barely glance out of the corner of your eye as a drunkard wielding a mug rushes you.

(+1 butcher)

Spoiler: [INVENTORY](#) (click to show/hide)

- large rat cap, head
- pig tail fiber shirt, body
- armadillo leather trousers, legs
- sheep wool shoes, feet
- cave spider silk backpack, back
- 20 gold coins
- strawberries [3]
- Mountainhome map

Title: **Re: the peasant dwarf**
Post by: **Scruffy** on **October 21, 2012, 07:26:51 pm**

You pick up your gear and quickly make your escape into the mines. You can hear the drunkards (who looked surprisingly much like the Mayor Urist) footsteps somewhere behind you.

Title: **Re: the peasant dwarf**
Post by: **Brewster** on **October 22, 2012, 05:39:13 pm**



You bend over to pick-up your gear and... woop! The stumbling drunk trips over your person and flies across the room! You apparently have slayed this poor dwarfs pet rat.

(+1 dodge)

Spoiler: [INVENTORY](#) (click to show/hide)

- large rat cap, head
- pig tail fiber shirt, body
- armadillo leather trousers, legs
- sheep wool shoes, feet
- cave spider silk backpack, back
- 20 gold coins
- strawberries [3]
- Mountainhome map
- iron dagger, right hand
- copper pick, left hand

Title: **Re: the peasant dwarf**
Post by: **CountAlex** on **October 23, 2012, 03:09:34 am**

Pick up his mug and keep moving to mine.

Title: **Re: the peasant dwarf**
Post by: **Ultimuh** on **October 23, 2012, 03:37:51 am**

Title: **Re: the peasant dwarf**
Post by: **pregarrett** on **October 23, 2012, 03:39:32 am**

Fill his mug with rat's blood and intestines, then leave him suffering. Let the tantrum spiral begins!

Title: **Re: the peasant dwarf**
Post by: **Brewster** on **October 23, 2012, 07:38:24 am**



You pick up his mug and fill it with some rat remains. You tip-toe past the unconscious drunk and continue your travels towards the mine. Being hungry, you consume a strawberry while walking. When you can see the faint glow of the mine entrance you hear a slurred scream "I'lls get jewwwsss!" You feel you are too young to now have an official nemesis.
(+1 ambusher)

Spoiler: INVENTORY (click to show/hide)
large rat cap, head
pig tail fiber shirt, body
armadillo leather trousers, legs
sheep wool shoes, feet
cave spider silk backpack, back
- gold coins [20]
- strawberries [2]
- Mountainhome map
- iron dagger
- stone mug
- - rat's blood and intestines
copper pick, right hand

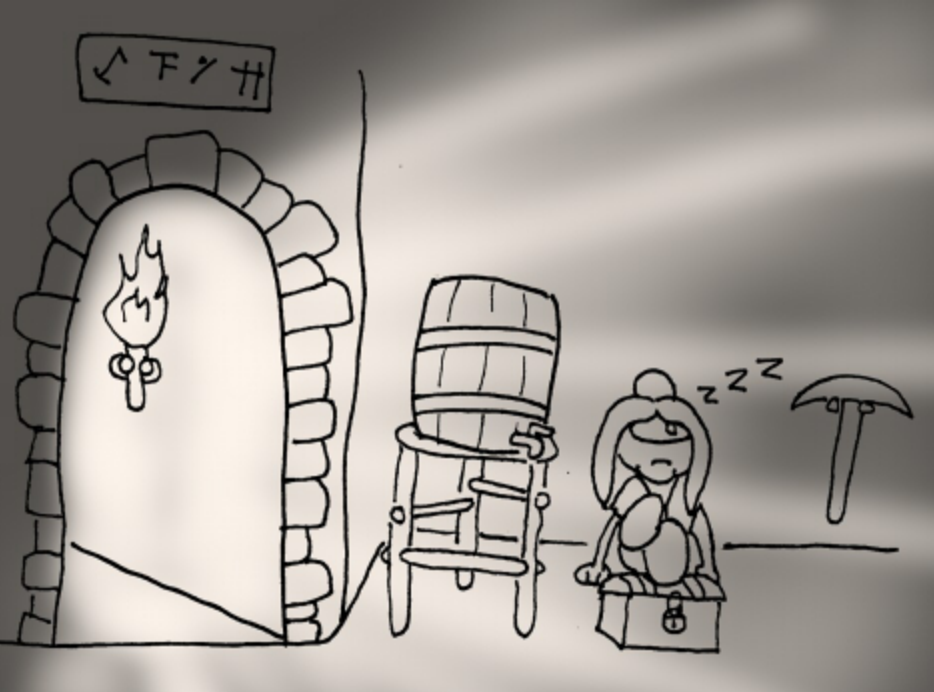
Title: **Re: the peasant dwarf**
Post by: **pregarrett** on **October 23, 2012, 07:42:12 am**

Quote from: Brewster on October 23, 2012, 07:38:24 am

Spoiler: INVENTORY (click to show/hide)
large rat cap, head
pig tail fiber shirt, body
armadillo leather trousers, legs
sheep wool shoes, feet
cave spider silk backpack, back
- 20 gold coins
- strawberries [2]
- Mountainhome map
- iron dagger
- stone mug
- - rat's blood and intestines
copper pick, right hand

Oh lol! I meant leave the mug with intestines to drunkard :D :D :D

Title: **Re: the peasant dwarf**
Post by: **Brewster** on **October 23, 2012, 08:57:11 am**



You hear the snoring of a bear. You continue to walk softly towards the glow of the mine entrance. You peer in the darkness and see the Miner's Guild Leader hard at work, overseeing the mine.

Spoiler: [INVENTORY](#) (click to show/hide)
large rat cap, head
pig tail fiber shirt, body
armadillo leather trousers, legs
sheep wool shoes, feet
cave spider silk backpack, back
- gold coins [20]
- strawberries [2]
- Mountainhome map
- iron dagger
- stone mug
- - rat's blood and intestines
copper pick, right hand

Spoiler: [STATS](#) (click to show/hide)
Name: 🐼

hunger: 7/7
thirst: 2/7
energy: 5/7
happiness:3/7

1 mining
1 butcher
1 ambusher
1 fighting
1 observer
1 dodge

Nemesis: drunkard

Title: **Re: the peasant dwarf**
Post by: **Burnup** on **October 23, 2012, 09:52:56 am**

wait, and observe the guild leader. Is that a chest they are guarding? Wait for a moment alone, we don't want witnesses..

Kill the guild leader, pour the rat remains all over the place, leave the drunkards mug, take the chest, remove half the chests contents and put them into your backpack, put the chest in the drunkards home along with the rat hat. Hide your backpack somewhere safe then call for the captain of the guard.

Nobility is within reach!

Title: **Re: the peasant dwarf**
Post by: **tomio175** on **October 23, 2012, 10:10:58 am**

Quote from: Burnup on October 23, 2012, 09:52:56 am
wait, and observe the guild leader. Is that a chest they are guarding? Wait for a moment alone, we don't want witnesses..

Kill the guild leader, pour the rat remains all over the place, leave the drunkards mug, take the chest, remove half the chests contents and put them into your backpack, put the chest in the drunkards home along with the rat hat. Hide your backpack somewhere safe then call for the captain of the guard.

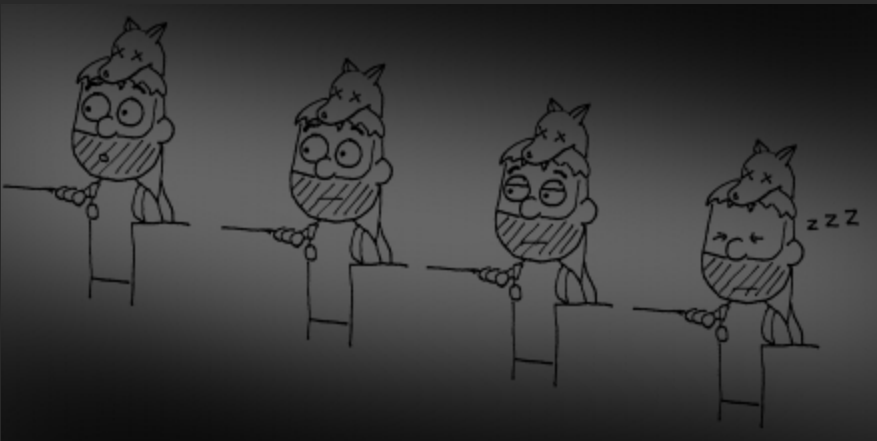
Nobility is within reach!

When the captain of the guard comes alone, challenge him to the Rite of the Beard. Win it (through cheating, leave nothing to chance) and gain his titles. Marry queen 0.42 years later.

Title: **Re: the peasant dwarf**
Post by: **Burnup** on **October 23, 2012, 10:25:20 am**

disregard this message, mistakenly posted.

Title: **Re: the peasant dwarf**
Post by: **Brewster** on **October 24, 2012, 07:41:48 am**



You wait and observe the leader. Is there treasure underneath his feet? You try and wait for a moment to snag the chest. You wait.. and wait.. and wa...zzzzzzzz

Spoiler: [INVENTORY](#) (click to show/hide)
large rat cap, head
pig tail fiber shirt, body
armadillo leather trousers, legs
sheep wool shoes, feet
cave spider silk backpack, back
- gold coins [20]
- strawberries [2]
- Mountainhome map
- iron dagger
- stone mug
- - rat's blood and intestines
copper pick, right hand

Spoiler: [STATS](#) (click to show/hide)

Name: 🐼

hunger: 7/7
thirst: 1/7
energy: 7/7
happiness:3/7

1 mining
1 butcher
1 ambusher
1 fighting
1 observer
1 dodge

Nemesis: drunkard

Title: **Re: the peasant dwarf**
Post by: **Ultimuh** on **October 24, 2012, 10:52:12 am**

Rat pelt: **ARISE! YOUR MASTER HAS ARRIVED!**

(Necromancer time? yes? no?)

Title: **Re: the peasant dwarf**
Post by: **tomio175** on **October 24, 2012, 10:57:51 am**

Quote from: Ultimuh on October 24, 2012, 10:52:12 am

Rat pelt: **ARISE! YOUR MASTER HAS ARRIVED!**

(Necromancer time? **Yes.**)

FTFY

Title: **Re: the peasant dwarf**
Post by: **Scruffy** on **October 24, 2012, 10:59:34 am**

After waking up you are feeling thirsty. Fill your mug from the leader's keg.

Title: **Re: the peasant dwarf**
Post by: **Burnup** on **October 24, 2012, 03:04:17 pm**

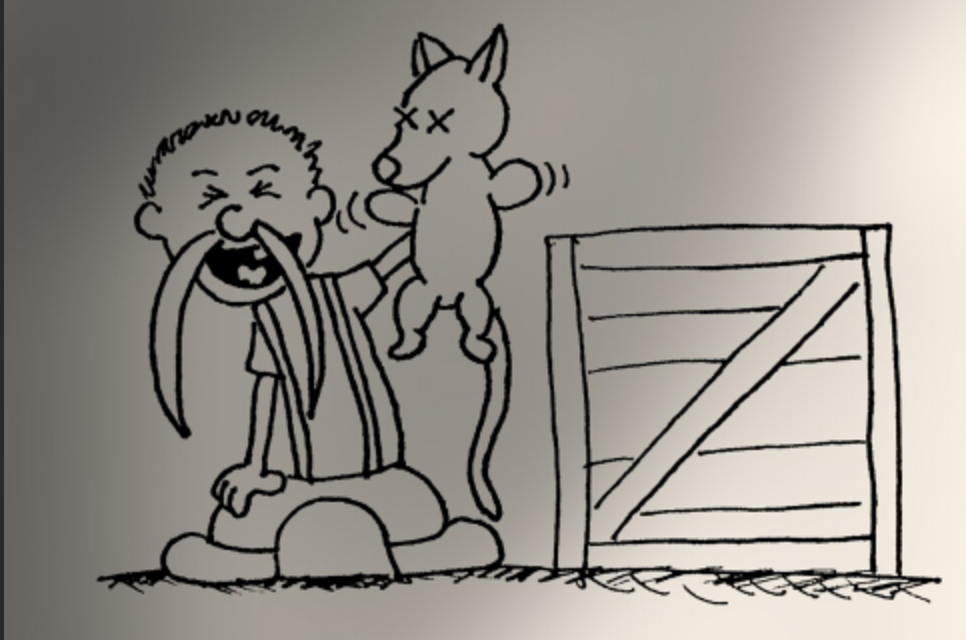
Lol, I like the way you are running this Brewster.

Title: **Re: the peasant dwarf**
Post by: **Brewster** on **October 25, 2012, 06:47:13 am**



You wake-up from your cat nap and try to remember what you were doing. Oh yeah the Leader's chest! You push yourself off the floor and notice the Leader and the chest are both gone. Shoot! After waking up you are feeling thirsty. You think of using your mug but it's filled with nasty rat innards. You slide underneath the keg and begin to pour the dwarven beer straight down your throat. So focused on your booze you failed to notice the rat pelt slowly moving towards you. "ARISE! YOUR MASTER HAS ARRIVED!" you hear. A Necromancer?! Almost peeing yourself, you stop drinking and before you can reach for your dagger, you realize what's going on.

Spoiler: [THE GOING ONS](#) (click to show/hide)



Popping out from behind one of the crates you find the Miner's Guild Leader. The crazy ol' dwarf must of found your large rat cap on the ground where you slept. He wiggles his fingers around and moves the rat like a puppet.

Spoiler: [INVENTORY](#) (click to show/hide)

- pig tail fiber shirt, body
- armadillo leather trousers, legs
- sheep wool shoes, feet
- cave spider silk backpack, back
- gold coins [20]
- strawberries [2]
- Mountainhome map
- iron dagger
- stone mug
- - rat's blood and intestines
- copper pick, right hand

Spoiler: [STATS](#) (click to show/hide)

Name: 🐼

hunger: 7/7
thirst: 7/7
energy: 7/7
happiness:4/7

- 1 mining
- 1 butcher
- 1 ambusher
- 1 fighting
- 1 observer
- 1 dodge

Nemesis: drunkard

Title: **Re: the peasant dwarf**
Post by: **HARD** on **October 25, 2012, 08:45:47 am**

You punch Miner's Guild Leader in the left mustache with your left hand and the severed part sails off in an arc!

Title: **Re: the peasant dwarf**
Post by: **Burnup** on **October 25, 2012, 12:36:32 pm**

Ask the man for work

Title: **Re: the peasant dwarf**
Post by: **Ultimuh** on **October 25, 2012, 12:47:10 pm**

Quote from: Burnup on October 25, 2012, 12:36:32 pm

Ask the man for work

Supoprtng this.

and avoid what HARD suggested, for now.

Title: **Re: the peasant dwarf**
Post by: **tomio175** on **October 25, 2012, 12:52:50 pm**

Quote from: Ultimuh on October 25, 2012, 12:47:10 pm

Quote from: Burnup on October 25, 2012, 12:36:32 pm

Ask the man for work

Title: **Re: the peasant dwarf**
Post by: **HARD** on **October 25, 2012, 01:34:32 pm**

Quote from: Ultimuh on October 25, 2012, 12:47:10 pm

Quote from: Burnup on October 25, 2012, 12:36:32 pm

Ask the man for work

Supoprtng this.

and avoid what HARD suggested, for now.

Weaklings :D

Title: **Re: the peasant dwarf**
Post by: **Burnup** on **October 25, 2012, 02:33:03 pm**

We just stole some of the mans beer! He's playing it cool, I suggest we do the same while making ourselves seen as useful to him.

Title: **Re: the peasant dwarf**
Post by: **NAV** on **October 25, 2012, 03:31:39 pm**

Have a party. Invite the whole fort.

Title: **Re: the peasant dwarf**
Post by: **CountAlex** on **October 25, 2012, 03:51:19 pm**

Sing him "Kiss me, I'm Dwarfish".

Title: **Re: the peasant dwarf**
Post by: **Ultimuh** on **October 25, 2012, 05:00:02 pm**

Quote from: CountAlex on October 25, 2012, 03:51:19 pm

Sing him "Kiss me, I'm Dwarfish".

And recieve unexpected punch to the face.

Title: **Re: the peasant dwarf**
Post by: **CountAlex** on **October 26, 2012, 05:00:48 am**

Quote from: Ultimuh on October 25, 2012, 05:00:02 pm

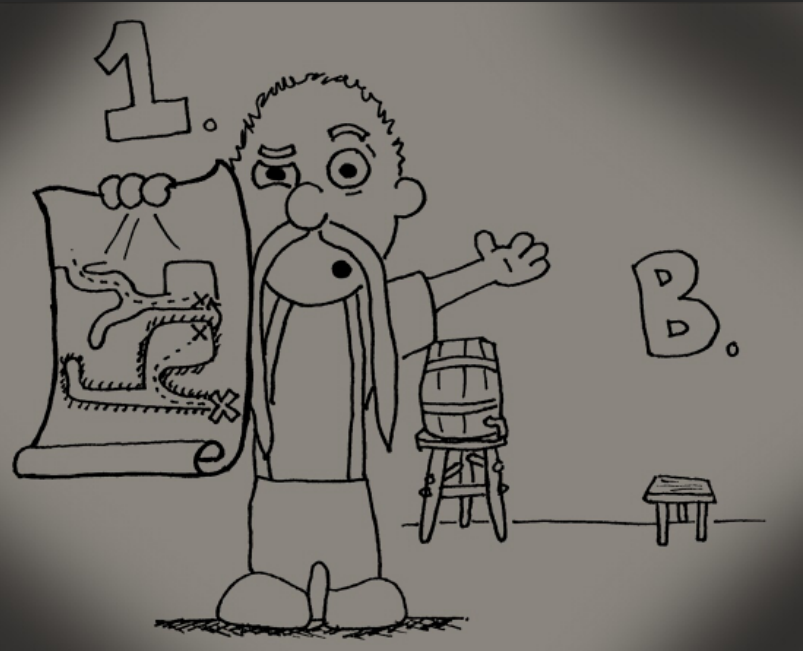
Quote from: CountAlex on October 25, 2012, 03:51:19 pm

Sing him "Kiss me, I'm Dwarfish".

And recieve unexpected punch to the face.

In this case make critical fail in dodging and smash keg into flinders.

Title: **Re: the peasant dwarf**
Post by: **Brewster** on **October 26, 2012, 06:21:21 am**



"Ha ha, sorry about that kiddo, I couldn't resist" the Miner's Guild Leader says as he tosses you back your cap. Walking past you, while you replace the cap back on your head, the Leader turns the keg tap off that you were too scared to remember to do.

"What's your name sonny?" he asks. Before you can answer, he bursts into laughter, "oh you should have seen your face!"

"Sir" you interrupt him, "do you have any work for me? I have my own pick!"

"Oooo. you've come for a job eh? Well I have two options." Reaching from behind his back and pulls out a map and unravels it."1. Taking this map and go mine out a silver vein we've discovered, or B. mine me an office! All they gave me is that ratty old chair. The map will take you down through the cavern and you will surely die. My office on the other hand will be safe and right next to my keg! The choice is yours kiddo."

Spoiler: INVENTORY (click to show/hide)

- large rat cap, head
- pig tail fiber shirt, body
- armadillo leather trousers, legs
- sheep wool shoes, feet
- cave spider silk backpack, back
 - gold coins [20]
 - strawberries [2]
 - Mountainhome map
 - iron dagger
 - stone mug
 - - rat's blood and intestines
- copper pick, right hand

Title: **Re: the peasant dwarf**
Post by: **Ultimuh** on **October 26, 2012, 06:24:59 am**

I say we dig him an office. He seem to be a nice enough fellow so why not suck up to him for a while?

edit: At least it might be safer than to mine for silver.

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **October 26, 2012, 06:42:19 am**

Plus, I think any gems you find while mining the office are yours ;)

Title: **Re: the peasant dwarf**
Post by: **katana** on **October 26, 2012, 06:51:19 am**

Mine the silver. On the way you must befriend a bugbat to use as a scout.

Title: **Re: the peasant dwarf**
Post by: **Ultimuh** on **October 26, 2012, 06:54:30 am**

Quote from: katana on October 26, 2012, 06:51:19 am
Mine the silver. On the way you must befriend a bugbat to use as a scout.

Knowing the current nature of this RP, we might not even meet a bugbat.
Even if we do we probably won't be able to befriend it.
We might not even get any non-dwarven allies, so why not do the relatively safe things at first?

Title: **Re: the peasant dwarf**
Post by: **katana** on **October 26, 2012, 06:59:13 am**

In that case, mine the silver anyway. Your hat and cloak should help you blend in with the giant rats.

Title: **Re: the peasant dwarf**
Post by: **Scruffy** on **October 26, 2012, 09:34:05 am**

Mine the office and while you are at it, start smoothing and engraving the walls. A few pictures of giants rats should do the trick. "This is a picture of dead giant rats. The giant rats are gutted. The dead Giant rats are surrounding Urist McDrunkard. Urist McDrunkard is in a fetal position."

Title: **Re: the peasant dwarf**
Post by: **Burnup** on **October 26, 2012, 02:02:46 pm**

Dwarven Mining Guild Leader looses a roaring laughter, fell and terrible!
Dwarven Mining Guild Leader Has a horrible fell look!

Title: **Re: the peasant dwarf**
Post by: **Brewster** on **October 27, 2012, 08:27:31 am**



You tell the Leader you'd love to help him out and mine his office for him. He gives you a single tooth smile and walks away. You begin to mine out a nice large office for him. Surprisingly you find 3 citrine gems and place them in your pack. It takes you a day to mine the office, and another day to smooth the walls and floors for him. Once finish you stop and admire your handy-work, but then you hear a familiar voice coming from behind.
(+5 mining, +2 engraver)
You've become a Novice miner!



Spoiler: INVENTORY (click to show/hide)
large rat cap, head
pig tail fiber shirt, body

armadillo leather trousers, legs
sheep wool shoes, feet
cave spider silk backpack, back
- gold coins [20]
- Mountainhome map
- iron dagger
- stone mug
- - rat's blood and intestines : rotting
- rough citrine [3]
copper pick, right hand

Spoiler: [STATS](#) (click to show/hide)

Name: 🐼

hunger: 7/7
thirst: 7/7
energy: 5/7
happiness:5/7

6 mining
2 engraver
1 butcher
1 ambusher
1 fighting
1 observer
1 dodge

Nemesis: drunkard

Title: **Re: the peasant dwarf**
Post by: **katana** on **October 27, 2012, 08:57:02 am**

Find nearest refuse pile, dump rat entrails. Return to leader's room and get some booze to store in your newly emptied mug.

Title: **Re: the peasant dwarf**
Post by: **Scruffy** on **October 27, 2012, 09:09:50 am**

Exchange mugs with the Drunkard (the contents belong to him anyway) and run away.

Title: **Re: the peasant dwarf**
Post by: **Ultimuh** on **October 27, 2012, 10:02:09 am**

Drunkard: Go insane!

Title: **Re: the peasant dwarf**
Post by: **katana** on **October 27, 2012, 10:57:17 am**

[Quote from: Ultimuh on October 27, 2012, 10:02:09 am](#)

Drunkard: Go insane!

Preferably stark raving mad so you can pick up his stuff.

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **October 27, 2012, 11:33:49 am**

[Quote from: Ultimuh on October 27, 2012, 10:02:09 am](#)

Drunkard: Go insane!

Fell Mood.

Title: **Re: the peasant dwarf**
Post by: **katana** on **October 27, 2012, 11:55:09 am**

[Quote from: Tirion on October 27, 2012, 11:33:49 am](#)

[Quote from: Ultimuh on October 27, 2012, 10:02:09 am](#)

Drunkard: Go insane!

Fell Mood.

Goes fell, but you hide. Lock the door behind him. *Then* He'll go insane.

Title: **Re: the peasant dwarf**
Post by: **Scruffy** on **October 27, 2012, 11:58:33 am**

[Quote from: katana on October 27, 2012, 11:55:09 am](#)

[Quote from: Tirion on October 27, 2012, 11:33:49 am](#)

[Quote from: Ultimuh on October 27, 2012, 10:02:09 am](#)

Drunkard: Go insane!

Fell Mood.

Goes fell, but you hide. Lock the door behind him. *Then* He'll go insane.

Until the miner guild leader stumbles into his office in drunken stupor.

Title: **Re: the peasant dwarf**
Post by: **Burnup** on **October 27, 2012, 12:02:37 pm**

Splash the rotting rat guts into his face, and then run to and inform local guards of public indecency.

Title: **Re: the peasant dwarf**
Post by: **Brewster** on **October 28, 2012, 07:51:35 am**



You try to do anything **BUT** take a step backwards, and BOOM! The drunkard bum-rushes you and bashes you in the face with his mug. You slide across the newly smooth floors and come to a stop. The drunkard, at the sight of his dead companion, goes stark raving mad, undressing himself and bolting from the room, leaving you dumb founded and in pain.

(+.3333 fighting)

Spoiler: INVENTORY (click to show/hide)

- pig tail fiber shirt, body
- armadillo leather trousers, legs
- sheep wool shoes, feet
- cave spider silk backpack, back
- gold coins [20]
- Mountainhome map
- iron dagger
- stone mug
- - rat's blood and intestines : rotting
- rough citrine [3]

Title: **Re: the peasant dwarf**
Post by: **peregarrett** on **October 28, 2012, 08:13:52 am**

Is it a butterfly tattoo, or just a butterfly that drunkard had sat on?
Anyway, inspect the stuff that he dropped and takek what looks good for yourself. Then tell the master about job done and ask for payment. In case he goes 'What payment?!' dig a small hole in the floor, store there the contains of your mug and decorate with stone like it is solid floor. If he pays good, then you remove rotting stuff from there, if not - let him enjoy miasma.

Title: **Re: the peasant dwarf**
Post by: **Ultimuh** on **October 28, 2012, 10:23:30 am**

Quote from: peregarrett on October 28, 2012, 08:13:52 am
Is it a butterfly tattoo, or just a butterfly that drunkard had sat on?
Anyway, inspect the stuff that he dropped and takek what looks good for yourself. Then tell the master about job done and ask for payment. In case he goes 'What payment?!' dig a small hole in the floor, store there the contains of your mug and decorate with stone like it is solid floor. If he pays good, then you remove rotting stuff from there, if not - let him enjoy miasma.

Well the gems we found COULD be good enough for payment.
So I don't think this would be a very good idea.
Instead, ask if there is more to do,
maybe we would be able to level a few skills in the process of working for this guy.
Also, I don't think we would have to worry about the drunkard any more.

Title: **Re: the peasant dwarf**
Post by: **peregarrett** on **October 28, 2012, 10:55:09 am**

Quote from: Ultimuh on October 28, 2012, 10:23:30 am
Quote from: peregarrett on October 28, 2012, 08:13:52 am
Is it a butterfly tattoo, or just a butterfly that drunkard had sat on?
Anyway, inspect the stuff that he dropped and takek what looks good for yourself. Then tell the master about job done and ask for payment. In case he goes 'What payment?!' dig a small hole in the floor, store there the contains of your mug and decorate with stone like it is solid floor. If he pays good, then you remove rotting stuff from there, if not - let him enjoy miasma.

Well the gems we found COULD be good enough for payment.
So I don't think this would be a very good idea.
Instead, ask if there is more to do,
maybe we would be able to level a few skills in the process of working for this guy.
Also, I don't think we would have to worry about the drunkard any more.

We never said him about gems we've found, right? So we found NOTHING, just plain granite.
But after he pays we can ask about more work

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **October 28, 2012, 12:59:46 pm**

You could take some of that granite to a workshop and make some crafts out of them. Or a coffin for the drunkard.

Title: **Re: the peasant dwarf**
Post by: **Scruffy** on **October 28, 2012, 01:02:07 pm**

Engrave a picture of a the drunkard and a giant rat on the office floor. A memorial for them. (and perhaps a picture of a dwarf butchering rats)

Title: **Re: the peasant dwarf**
Post by: **Brewster** on **October 29, 2012, 06:58:20 am**



Shortly after your encounter with the raving mad drunkard the Miner's Guild Leader shows up with a load of supplies. You show off your work and he is actually impressed.
"Good job chap!" he says.
"Thanks, say... I've been working hard for a few days now for you, think I could get paid?" you ask.
"Of course! Why do you think I have this load of supplies?" he informs you. "Take this wheel barrel and some of the stones you've unearthed and set-up a workshop to make some crafts out of those stones" he instructs you. "It'll clear up this pile of rubble you've made and you can sell the crafts for a tidy profit. Those gems you mined out can be sold too." he says with a wink.
"Thanks" you say with a grin.

You quickly set-up a workshop in the hallway and begin chiseling and chipping away at the stone. After a few long hours you finally achieve crafting something that might be worth selling. Just as you load another stone on the table a swordsdwarf comes your direction. "I'd like to talk with you about that nude drunk dwarf" he says, while looking straight at you and walking your direction. Do you stay and speak with him, and take claim for your actions? or bolt, you can surely out run him with all his heavy gear?
(+2 stonecrafting)

Spoiler: [INVENTORY](#) (click to show/hide)

large rat cap, head
pig tail fiber shirt, body
armadillo leather trousers, legs
sheep wool shoes, feet
cave spider silk backpack, back
- gold coins [20]
- Mountainhome map
- iron dagger
- stone mug
- rough citrine [3]
- copper pick
- granite ring
- granite amulet
- granite bracelet
mallet, left hand
chisel, right hand
(rat's blood and intestines : decayed)

Spoiler: [STATS](#) (click to show/hide)

Name: 🐷

hunger: 5/7
thirst: 5/7
energy: 3/7
happiness:4/7

6 mining
2 engraver
2 stonecrafting
1 butcher
1 ambusher
1.3333 fighting
1 observer
1 dodge

Injuries: head : bruised

Nemesis: drunkard : stark raving mad

Title: **Re: the peasant dwarf**
Post by: **Ultimuh** on **October 29, 2012, 07:03:59 am**

running away will only make us the enemy of the civ, and we do not want that.
The worst that could happen for taking claim of our actions is that we might be chained up for a few seasons.
Just pray to whatever deity we revere that the fort doesn't have a hammerer.
If we however are super lucky, noone actually liked the drunkard in the first place. :p

edit:
But my suggestion of what to do is this:
While casually crafting stuff, ask the swordsdwarf what it's all about, and why he's asking us.

Title: **Re: the peasant dwarf**
Post by: **peregarrett** on **October 29, 2012, 07:10:26 am**

- He just punched me in face, then undressed and ran away screaming! He's gone mad, I tell you.
If he asks what it is in the mug, say it's your special lunch your granny served for you. Wanna taste?

Title: **Re: the peasant dwarf**
Post by: **Scruffy** on **October 29, 2012, 08:00:56 am**

Stand there and proudly claim to be the sole reason to his sudden insanity. Surely the mountain homes will be delighted of finally getting rid of that useless potash maker or what ever he was.

Title: **Re: the peasant dwarf**
Post by: **Ultimuh** on **October 29, 2012, 08:02:38 am**

Quote from: peregarrett on October 29, 2012, 07:10:26 am
- He just punched me in face, then undressed and ran away screaming! He's gone mad, I tell you.

The safest best would be sticking with this tough.
Unless they already know everything.. Then it's probably best to confess.

Title: **Re: the peasant dwarf**
Post by: **tomio175** on **October 29, 2012, 09:44:06 am**

Quote from: Ultimuh on October 29, 2012, 08:02:38 am
Quote from: peregarrett on October 29, 2012, 07:10:26 am
- He just punched me in face, then undressed and ran away screaming! He's gone mad, I tell you.

The safest best would be sticking with this tough.
Unless they already know everything.. Then it's probably best to confess.

Let's do this.

Title: **Re: the peasant dwarf**
Post by: **katana** on **October 29, 2012, 10:42:03 am**

You know, since you killed a pet of your civ... You're now both an enemy and member of your civ. If the swordsman attacks you because of this, he will also become an enemy of your civ. Then when more guards come...

Title: **Re: the peasant dwarf**
Post by: **Scruffy** on **October 29, 2012, 12:23:51 pm**

Quote from: katana on October 29, 2012, 10:42:03 am
You know, since you killed a pet of your civ... You're now both an enemy and member of your civ. If the swordsman attacks you because of this, he will also become an enemy of your civ. Then when more guards come...

And the only remaining member of the fort will be a stark raving naked drunken idiot running around babbling. How dwarven.

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **October 29, 2012, 04:10:46 pm**

Stay and speak with that swordsdwarf. Use your best poker face. Time to level up Liar, Pacifier etc skills... you might one day be elected major!

Title: **Re: the peasant dwarf**
Post by: **Cinder** on **October 29, 2012, 11:31:35 pm**

If he tries to accuse you of pet-murdering then tell him the rat attacked you first and you were just protecting yourself.

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **October 30, 2012, 12:40:50 am**

Quote from: Objective on October 29, 2012, 11:31:35 pm
If he tries to accuse you of pet-murdering then tell him the rat attacked you first and you were just protecting yourself.

Or, seeing that you could butcher it's corpse, it might be just a wild large rat, and the drunkard's real pet is still alive, somewhere.

Title: **Re: the peasant dwarf**
Post by: **peregarrett** on **October 30, 2012, 01:00:46 am**

Quote from: katana on October 29, 2012, 10:42:03 am
You know, since you killed a pet of your civ... You're now both an enemy and member of your civ.

Nope, kill by accident doesn't count. In this case any tantrum spiral would lead to loyalty cascade.

Title: **Re: the peasant dwarf**
Post by: **Brewster** on **October 30, 2012, 06:47:14 am**



You stay still, and confirm the guards notion. You explain how the drunkard attacked you, showing off your bruise. After further investigation you break under pressure and spill the beans, explaining how you accidentally killed his pet rat and then made a hat of it and proudly strutted around the fortress wearing it, and about taking the drunkards mug.

Crap... probably should have ran. You've been sentenced to two months in the prison. They lock you up in shackles the first night, and say you can have 'floor privileges' if you cooperate the following days.

[Spoiler: INVENTORY](#) (click to show/hide)
armadillo leather trousers, legs

[Spoiler: STATS](#) (click to show/hide)
Name: 🐼

hunger: 5/7
thirst: 5/7
energy: 3/7
happiness:2/7

6 mining
2 engraver
2 stonecrafting
1 butcher
1 ambusher
1.3333 fighting
1 observer
1 dodge

Injuries: head : bruised

Nemesis: drunkard : stark raving mad

Title: **Re: the peasant dwarf**
Post by: **Ultimuh** on **October 30, 2012, 06:52:20 am**

It could be worse.
They could have a sadistic hammerer who doesn't care which sentence you got.

Title: **Re: the peasant dwarf**
Post by: **NAV** on **October 30, 2012, 07:04:48 am**

Shackled to the wall, not many options really. I guess do some of exercises and get ripped. When strong enough, break out of jail and get your stuff back.

Title: **Re: the peasant dwarf**
Post by: **Scruffy** on **October 30, 2012, 07:05:48 am**

This is good news. In two months he(she?) is going to get a 'is happy to be free'-thought and become ecstatic.

...as long as someone remembers to feed him.

Edit: edited a typo. was writing from a cellphone.

Title: **Re: the peasant dwarf**
Post by: **Ultimuh** on **October 30, 2012, 07:07:31 am**

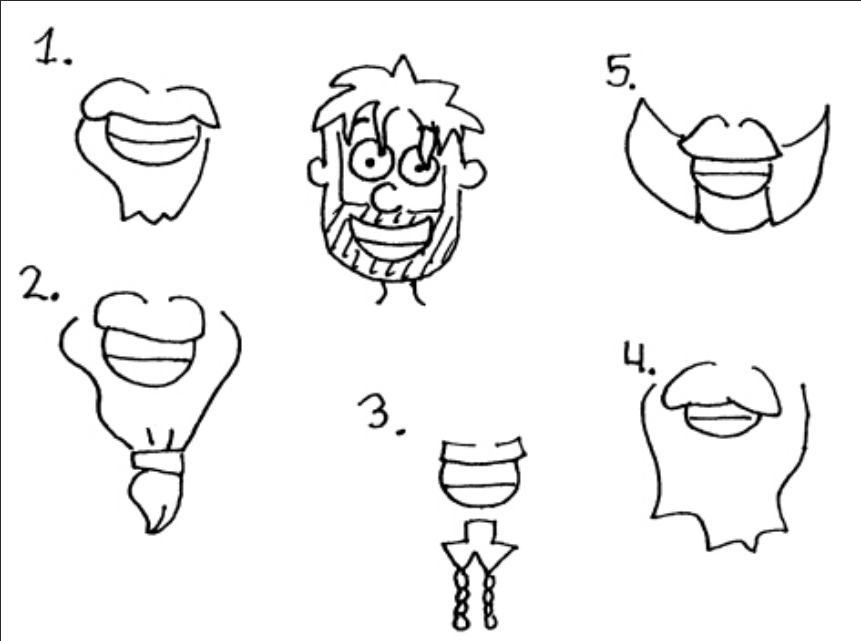
I would advise against breaking out, it would only worsen our situation.
Besides, I don't think we would get much exercise by being chained to a wall.

What we could do tough is wait for an inmate, then we could level up our social skills.
Or we could level other skills by.. what skills is tied to counting straws on the floor?

Title: **Re: the peasant dwarf**
Post by: **Scruffy** on **October 30, 2012, 08:00:01 am**

Quote from: Ultimuh on October 30, 2012, 07:07:31 am
what skills is tied to counting straws on the floor?
Bookkeeping. Perhaps appraising. Hmm, a noble position

Title: **Re: the peasant dwarf**
Post by: **Brewster** on **October 30, 2012, 08:11:59 am**



Congratulations! You've earned a beard upgrade. Choose wisely.

Title: **Re: the peasant dwarf**
Post by: **tomio175** on **October 30, 2012, 08:58:57 am**

NUMBER FOUR.

Title: **Re: the peasant dwarf**
Post by: **Ultimuh** on **October 30, 2012, 09:02:06 am**

I would say number five, but I don't mind any of the others.

Title: **Re: the peasant dwarf**
Post by: **Scruffy** on **October 30, 2012, 09:12:13 am**

2.
He is still young and useless, thus has a shaggy beard fit for a hobo. Beards are a status symbol in the dwarven community, thus having a neatly combed and partially shaved beard would imply an important position. Too soon for those.

Title: **Re: the peasant dwarf**
Post by: **Brewster** on **October 30, 2012, 09:27:14 am**



The next day the guards keep to their promise and remove you from the shackles.
Taken by boredom you begin to count the straw. You find a few items in your task though.
A week goes by, you beard grows out, and you're still attempting to count the straw.

Spoiler: INVENTORY (click to show/hide)
armadillo leather trousers, legs
- blue jade chip
- chert rocks [2]
- rat bones [6]

Title: **Re: the peasant dwarf**
Post by: **peregarrett** on **October 30, 2012, 09:28:09 am**

Who's there, behind you?!

Title: **Re: the peasant dwarf**
Post by: **katana** on **October 30, 2012, 10:27:34 am**

It's a creeping eye!

POKE IT!

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **October 30, 2012, 10:42:23 am**

hide things you found on your person, look at eye, count bricks.

Title: **Re: the peasant dwarf**
Post by: **Burnup** on **October 30, 2012, 12:49:02 pm**

Start poking yourself in the eye, and punching the walls, and running full speed into walls.

train your pain tolerance!

Or throw the chain around, something around!

Train throwing!

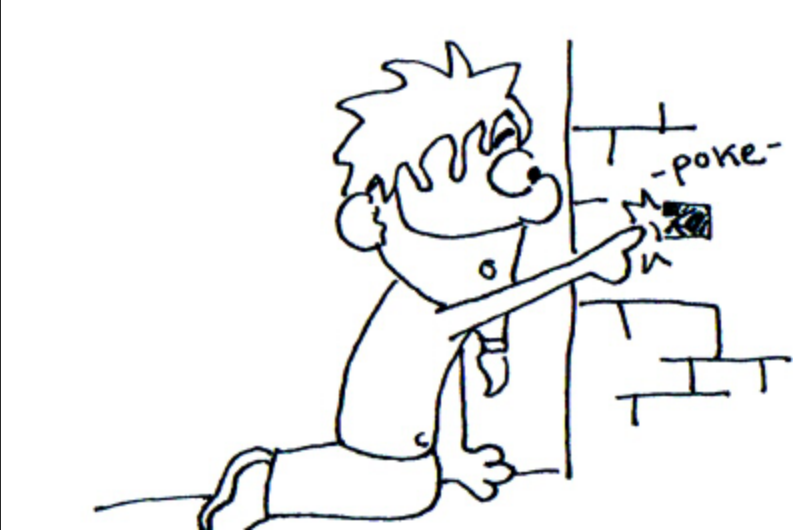
Sneak while doing all of it.

Train!

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **October 30, 2012, 12:56:19 pm**

train yes.

Title: **Re: the peasant dwarf**
Post by: **Brewster** on **October 30, 2012, 01:38:32 pm**



You feel someone peering at you. You turn around and see an eye looking at you from between a broken brick. Who could it be?! You proceed to extend your index finger and slowly move it towards the eye. Closer and closer you get, CLOSER and then *poke*!

"OUCH! Why!? Why would you poke me?" the female voice demanded. You recognize the voice as the gypsy dwarf that lives near your family's old room.

Spoiler: INVENTORY (click to show/hide)
armadillo leather trousers, legs
- blue jade chip
- chert rocks [2]
- rat bones [6]

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **October 30, 2012, 01:43:05 pm**

because she was watching me. ask why she was.

Title: **Re: the peasant dwarf**
Post by: **Ultimuh** on **October 30, 2012, 02:02:43 pm**

Just tell her that you were merely doing what the voices in your head were telling you to do.

Title: **Re: the peasant dwarf**
Post by: **Scruffy** on **October 30, 2012, 04:22:17 pm**

Release your spores.

Title: **Re: the peasant dwarf**
Post by: **NAV** on **October 30, 2012, 04:29:19 pm**

Its a constructed wall. Deconstruct the wall.

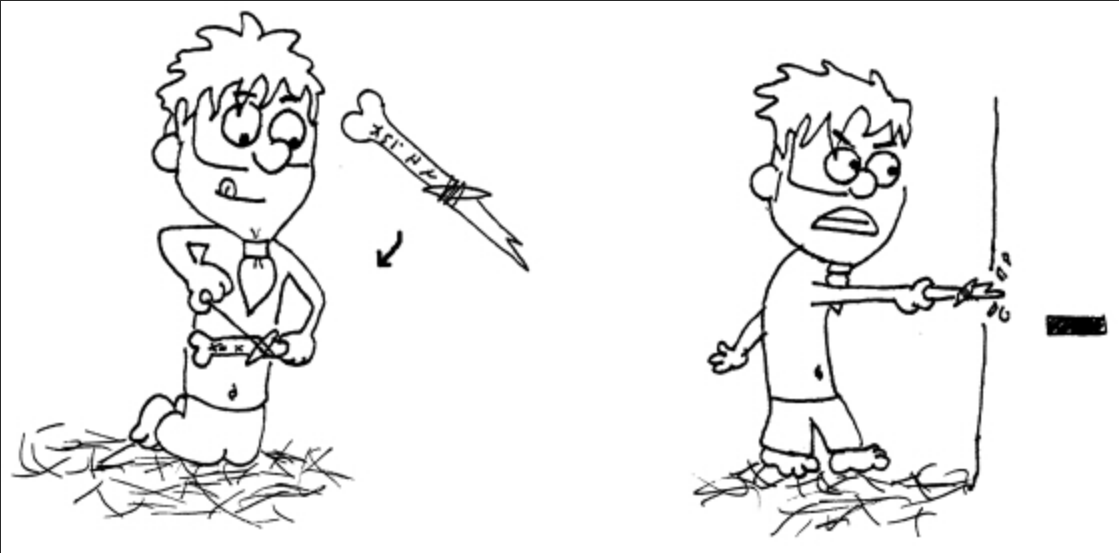
Give her the blue jade chip and apologize for poking her.

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **October 30, 2012, 04:50:11 pm**

Make a friend, maybe even a lover. Learn her story (Conversationalist +1). But first apologize for the poke (Pacifier +1)

Title: **Re: the peasant dwarf**
Post by: **Brewster** on **October 31, 2012, 07:00:15 am**

"I'm sorry, I was merely doing what the voices in my head were telling me to do." you explain.
"Oi! You have voices too, eh?" she comments.
"Yes, I'm sorry." (Pacifier +1)
A week passes and you both become friends. You attempt to learn her story, but she's very mysterious and elusive. (Conversationalist +1)
She slowly begins to share a secret art that her father had shared with her, and his father had shared with him, and so on going to the beginning of dwarven kind. She called it a funny name, but she explained most call it Runesmithing. She paused and looked at you, understanding you've never heard of this.
"Let me show you." she says. "Take one of your rat bones and stab the wall." You do so and on impact the tip of the bone shatters.
"Now, let me see the bone." You hand it to her and she scratches a few symbols on the side and hands it back to you. She instructs you to tie your gem chip to the bone with straw. You do so, and you can feel a soft vibration from it and a slight blue glow from the bone.



"Now stab the wall." she instructs.
You do so again and this time the wall itself chips from the impact.
"It's stronger!" you say with surprise.
"Correct, it's the strengthening rune I placed on it."
Amazed and wide-eye you stare at the bone in your head, amazed by what you've just learned possible.

She cautiously explains how the synrbols can pull magic from gems, and how the more rare gems have stronger magic properties. Obviously that weak blue jade chip hasn't strengthen the bone much, but just imagine what a black diamond could do on a steel axe! Limits of runesmithing are only by what runes you know and your supply of gems. (Runesmith +2)

You need to name your now magical item. All magical items crafted will need special names.

Spoiler: [INVENTORY](#) (click to show/hide)
armadillo leather trousers, legs
- chert rocks [2]
- rat bones [5]
◄rat bone dagger►, right hand

Title: **Re: the peasant dwarf**
Post by: **Ultimuh** on **October 31, 2012, 07:03:58 am**

Wallchip or **Wallstruck**

Would be my votes for it's name.

Title: **Re: the peasant dwarf**
Post by: **Scruffy** on **October 31, 2012, 07:28:37 am**

[Quote from: Brewster on October 31, 2012, 07:00:15 am](#)
She slowly begins to share a secret art that her father had shared with her, and his father had shared with him, and so on going to the beginning of dwarven kind.

Aww, for a moment there I was kind of expecting something more.. arousing. Corpse arousing that is. Necropeasant.

Aww.. well, a dwarf can dream. Runesmithing is ok too. (But not as good as the secrets of life and death)

What runes did she teach?

Edit: Once you get out smooth the citrines and imbue their power to your copper pick

Title: **Re: the peasant dwarf**
Post by: **tomio175** on **October 31, 2012, 07:49:18 am**

I'm fairly certain they took your pick away.

Anyway, name the bone Wallcrusher and start crushing dem walls.

Title: **Re: the peasant dwarf**
Post by: **Ultimuh** on **October 31, 2012, 07:52:59 am**

[Quote from: tomio175 on October 31, 2012, 07:49:18 am](#)
I'm fairly certain they took your pick away.

Anyway, name the bone Wallcrusher and start crushing dem walls.

Hmm.. it would take a long time to chip away that wall.
By the time we are done we might be freed already.

Title: **Re: the peasant dwarf**
Post by: **katana** on **October 31, 2012, 10:51:07 am**

(is there a mod for runesmithing? It seems like something that would be cool in the actual game)

CHIPWALL.

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **October 31, 2012, 11:03:32 am**

[Quote from: katana on October 31, 2012, 10:51:07 am](#)
(is there a mod for runesmithing? It seems like something that would be cool in the actual game)

CHIPWALL.

Masterwork, maybe.

Title: **Re: the peasant dwarf**
Post by: **Ultimuh** on **October 31, 2012, 11:44:27 am**

[Quote from: katana on October 31, 2012, 10:51:07 am](#)
CHIPWALL.

Chipwall the Massive Sturgeon
(Randomly popped up in my head as I saw that name.)

Title: **Re: the peasant dwarf**
Post by: **Volfgarix** on **October 31, 2012, 12:32:22 pm**

Yay! Runesmithing!

Name: "The Anti-Wall Device of Rattery"

And crush that duckin' wall!

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **October 31, 2012, 01:51:45 pm**

[Quote from: Ultimuh on October 31, 2012, 11:44:27 am](#)
[Quote from: katana on October 31, 2012, 10:51:07 am](#)
CHIPWALL.

Chipwall the Massive Sturgeon

(Randomly popped up in my head as I saw that name.)

+1

Title: **Re: the peasant dwarf**
Post by: **Cinder** on **October 31, 2012, 02:02:09 pm**

Wallmurder the Flaming Ice.

Title: **Re: the peasant dwarf**
Post by: **Scruffy** on **October 31, 2012, 02:29:35 pm**

Stabby and make it a twin brother, Pokey.

Title: **Re: the peasant dwarf**
Post by: **IronTomato** on **October 31, 2012, 05:20:41 pm**

WallPoke The Bone of Terror.

Title: **Re: the peasant dwarf**
Post by: **Ultimuh** on **October 31, 2012, 05:27:16 pm**

Quote from: IronTomato on October 31, 2012, 05:20:41 pm

WallPoke The Bone of Terror.

I change my vote to this.

Title: **Re: the peasant dwarf**
Post by: **katana** on **October 31, 2012, 09:24:08 pm**

Quote from: Ultimuh on October 31, 2012, 05:27:16 pm

Quote from: IronTomato on October 31, 2012, 05:20:41 pm

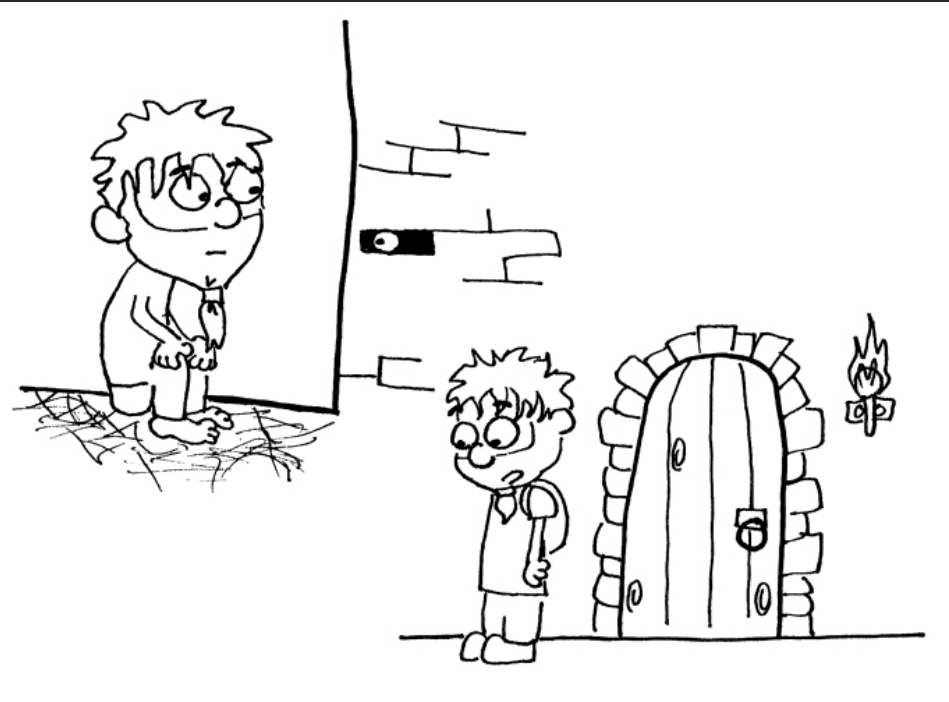
WallPoke The Bone of Terror.

I change my vote to this.

Title: **Re: the peasant dwarf**
Post by: **HARD** on **November 01, 2012, 05:25:25 am**

name it Boner of Destruction

Title: **Re: the peasant dwarf**
Post by: **Brewster** on **November 01, 2012, 06:49:25 am**



You proudly hold up **WallPoke The Bone of Terror** as it shines in the moon light.

The weeks go by and she continues to share with you the secret art of Runesmithing. (Runesmith +5)
You've become a Novice Runesmith!

She advised not to share with others this knowledge as often Runesmiths are held against their will and chained to a forage to mass produce items their whole lives, often times without a sip of ale! She explains that is why she is being held in the jail, she refused to use the holy art for the cheap commercialism of the Fortress. She explains she is the last in her family line, and that is why she is sharing this knowledge with you, her last hope to have her families legacy continue. She teaches you the few runes she knows, strengthening, anti-strengthening, and light source. She explains there are TONS of runes, but she's never been able to find them. They are in crypts, caves, abandoned fortresses all around the lands; anywhere an engraver dwarf might have been. She explains how Runesmiths often were engravers and secretly engraved the runes for record in the very walls themselves. For ease of finding them, they are always in the main chamber, whatever that might be.

You wake up on your last day of imprisonment. You give an excited "Hello" through the hole in the wall, with no response. The gypsy, your friend, she's gone! What happened to her?

You are free from prison and receive all your belongings, except the rat hat and stone mug, they were confiscated as evidence. Sadden by the mysterious disappearance of your friend you stand outside the jailing door.

Spoiler: INVENTORY (click to show/hide)
pig tail fiber shirt, body
armadillo leather trousers, legs
sheep wool shoes, feet
cave spider silk backpack, back
- gold coins [20]
- Mountainhome map
- iron dagger

- rough citrine [3]
 - copper pick
 - granite ring
 - granite amulet
 - granite bracelet
- WallPoke The Bone of Terror, right hand

Title: **Re: the peasant dwarf**
Post by: **Ultimuh** on **November 01, 2012, 06:51:46 am**

Let's go and see how our old boss is doing.

Title: **Re: the peasant dwarf**
Post by: **pregarrett** on **November 01, 2012, 07:29:40 am**

Quote from: Ultimuh on November 01, 2012, 06:51:46 am
Let's go and see how our old boss is doing.

What for? We have much more fun job now.

By the way, if we find unmined gem cluster in the wall, smooth it and engrave with light rune - this should result in everlight. Make sure no one is watching you while you engrave.

Title: **Re: the peasant dwarf**
Post by: **Ultimuh** on **November 01, 2012, 07:32:18 am**

Quote from: pregarrett on November 01, 2012, 07:29:40 am
Quote from: Ultimuh on November 01, 2012, 06:51:46 am
Let's go and see how our old boss is doing.
What for? We have much more fun job now.

Well it cannot harm to see how he fares could it?

Title: **Re: the peasant dwarf**
Post by: **Scruffy** on **November 01, 2012, 08:32:50 am**

Quote from: pregarrett on November 01, 2012, 07:29:40 am
Quote from: Ultimuh on November 01, 2012, 06:51:46 am
Let's go and see how our old boss is doing.
What for? We have much more fun job now.

By the way, if we find unmined gem cluster in the wall, smooth it and engrave with light rune - this should result in everlight. Make sure no one is watching you while you engrave.

Why do you wish to torment him?

There are few things more horrible to cave adapted drunkards than light. Every time the poor leader enters his room he will retch and vomit uncontrollably.

Title: **Re: the peasant dwarf**
Post by: **pregarrett** on **November 01, 2012, 08:44:16 am**

Quote from: Scruffy on November 01, 2012, 08:32:50 am
Quote from: pregarrett on November 01, 2012, 07:29:40 am
Quote from: Ultimuh on November 01, 2012, 06:51:46 am
Let's go and see how our old boss is doing.
What for? We have much more fun job now.

By the way, if we find unmined gem cluster in the wall, smooth it and engrave with light rune - this should result in everlight. Make sure no one is watching you while you engrave.
Why do you wish to torment him?

There are few things more horrible to cave adapted drunkards than light. Every time the poor leader enters his room he will retch and vomit uncontrollably.

Spoiler: **Yes!** (click to show/hide)

Title: **Re: the peasant dwarf**
Post by: **Ultimuh** on **November 01, 2012, 08:47:06 am**

I don't think they will do that since they are still in a cave-like environment.
That's just part of the current game mechanics.
And Taking everything from the game mechanics kind of limits what you can do in a Forum RPG,
so I doubt OP will take it that far.

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **November 01, 2012, 08:48:31 am**

You should dig out a room for yourself, buy a bed, make some furnitures. You would still have to pay rent, but probably not as much as a fully ready room is worth. That is, unless you wish to go adventuring, in which case you need armor.

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **November 01, 2012, 08:51:03 am**

Quote from: Scruffy on November 01, 2012, 08:32:50 am
Quote from: pregarrett on November 01, 2012, 07:29:40 am
Quote from: Ultimuh on November 01, 2012, 06:51:46 am
Let's go and see how our old boss is doing.
What for? We have much more fun job now.

By the way, if we find unmined gem cluster in the wall, smooth it and engrave with light rune - this should result in everlight. Make sure no one is watching you while you engrave.
Why do you wish to torment him?

There are few things more horrible to cave adapted drunkards than light. Every time the poor leader enters his room he will retch and vomit uncontrollably.

Actually, cave adaptation has less to do with lack of light and more with lack of wind- beards detect subtle air movements, but surface air

moves way too much for comfort if you get used to that sense. Proof for this is how dwarves working with fire in kilns and smelters don't get sick despite the light.

Title: **Re: the peasant dwarf**
Post by: **Ultimuh** on **November 01, 2012, 08:53:04 am**

Quote from: Tirion on November 01, 2012, 08:48:31 am
You should dig out a room for yourself, buy a bed, make some furnitures. You would still have to pay rent, but probably not as much as a fully ready room is worth. That is, unless you wish to go adventuring, in which case you need armor.

We should probably ask someone for permission of where to dig first.

Title: **Re: the peasant dwarf**
Post by: **peregarrett** on **November 01, 2012, 09:00:13 am**

Quote from: Tirion on November 01, 2012, 08:51:03 am
Actually, cave adaptation has less to do with lack of light and more with lack of wind- beards detect subtle air movements, but surface air moves way too much for comfort if you get used to that sense. Proof for this is how dwarves working with fire in kilns and smelters don't get sick despite the light.
Urist McFighter punches Urist McCaveAdapted in the beard with his right hand tearing the hair and bruising the skin!
Urist McCaveAdapted looks sick!

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **November 01, 2012, 09:43:53 am**

Quote from: peregarrett on November 01, 2012, 09:00:13 am
Quote from: Tirion on November 01, 2012, 08:51:03 am
Actually, cave adaptation has less to do with lack of light and more with lack of wind- beards detect subtle air movements, but surface air moves way too much for comfort if you get used to that sense. Proof for this is how dwarves working with fire in kilns and smelters don't get sick despite the light.
Urist McFighter punches Urist McCaveAdapted in the beard with his right hand tearing the hair and bruising the skin!
Urist McCaveAdapted looks sick!

NO, NOT THE BEARD! NOT THE BEARD!

Title: **Re: the peasant dwarf**
Post by: **IronTomato** on **November 01, 2012, 02:39:01 pm**

If we can find another rune, we can put it on our pickaxe. Look for info on where to find runes, as it sounds like we can use them for a lot.

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 01, 2012, 02:42:04 pm**

look for runes in the meeting hall, trade depot, throne room, dining hall, dorms and hospitals.
then dig a hole and smoothit so we are good at engraving.

can you change the gem for a runed item? i.e., put a strength rune on the pick, tie on a gem and then when finding a better gem tie THAT on in the first one's place?

Title: **Re: the peasant dwarf**
Post by: **NAV** on **November 01, 2012, 02:43:38 pm**

Would it be possible to swallow a gemstone, then carve runes into your own flesh? Try it, use a strength rune.

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 01, 2012, 02:46:08 pm**

uh... no thanks...

Title: **Re: the peasant dwarf**
Post by: **Burnup** on **November 01, 2012, 05:06:08 pm**

Quote from: NAV on November 01, 2012, 02:43:38 pm
Would it be possible to swallow a gemstone, then carve runes into your own flesh? Try it, use a strength rune.

This. But don't stop at strength..

<http://www.petervbrett.com/creations/>

Quote from: Ultimuh on October 30, 2012, 02:02:43 pm
Just tell her that you were merely doing what the voices in your head were telling you to do.

By the way, this is awesome. Can I sig?

But realistically, get back to mr.bossman miner guild leader. Keep an eye out for that creepy rune-woman. Maybe visit the places you remember seeing her. Maybe ask the jailer guards about her.

Title: **Re: the peasant dwarf**
Post by: **Ultimuh** on **November 01, 2012, 05:07:24 pm**

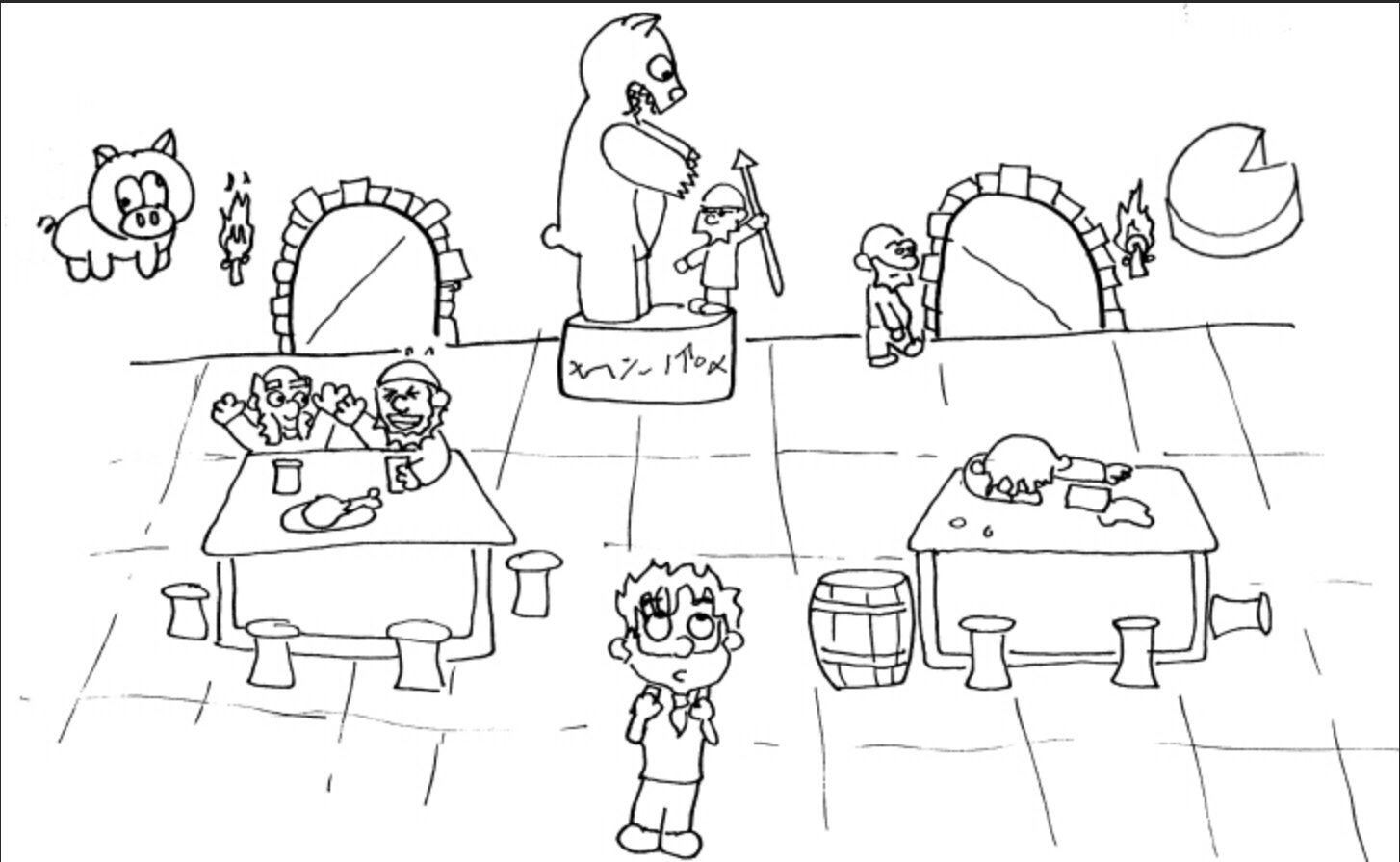
Quote from: Burnup on November 01, 2012, 05:06:08 pm
By the way, this is awesome. Can I sig?

I cannot see what's stopping you.

Title: **Re: the peasant dwarf**
Post by: **Volfgarix** on **November 02, 2012, 05:15:20 am**

Search for another runes, get some food and water/booze.

Title: **Re: the peasant dwarf**
Post by: **Brewster** on **November 02, 2012, 06:28:30 am**



You walk towards the Northwest mines into the Food Hall. You stock up on some food and enjoy a long drink of dwarven beer. You can see runes from here, underneath the statue of the famous bear attack of 163, of course those are the strengthening runes you've already been taught.

Spoiler: INVENTORY (click to show/hide)
pig tail fiber shirt, body
armadillo leather trousers, legs
sheep wool shoes, feet
cave spider silk backpack, back
- gold coins [20]
- Mountainhome map
- iron dagger
- rough citrine [3]
- copper pick
- granite ring
- granite amulet
- granite bracelet
- yak meat [3]
- WallPoke The Bone of Terror

Title: **Re: the peasant dwarf**
Post by: **Scruffy** on **November 02, 2012, 07:35:14 am**

Are those two drunken dwarves... socializing? Oh horrors. What is wrong with this fort?

Title: **Re: the peasant dwarf**
Post by: **Volfgarix** on **November 02, 2012, 10:40:02 am**

Search for more runes. Cut citrines, get some string.
Make anti-strengthening granite ring (When you hit somebody by fist, enemy would be weakened)
Make amulet of light (If your dwarf can, make it switching ON and OFF, you know, like a light bulb in house)
Make strengthening pick, hide the pick's gem and runes in any way that somebody shouldn't see these additions to your tool.

Title: **Re: the peasant dwarf**
Post by: **katana** on **November 02, 2012, 10:50:28 am**

Search for a rune that amplifies another rune's power.
Make two citrines with that rune carved into them.
Attach them to each other.

Title: **Re: the peasant dwarf**
Post by: **Volfgarix** on **November 02, 2012, 01:51:17 pm**

Quote from: katana on November 02, 2012, 10:50:28 am
Search for a rune that amplifies another rune's power.
Make two citrines with that rune carved into them.
Attach them to each other.

Hmm... Kaboom!?
Yay! Grenades!

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 02, 2012, 01:53:15 pm**

look around the trade depo for runes, while selling crafts.

Title: **Re: the peasant dwarf**
Post by: **peregarrett** on **November 02, 2012, 02:38:15 pm**

Забухать же!

We haven't had booze for two months! Go get a mug of your favorite drink.
And remember your name already. Write it on the small sheet of something and stick to your shirt.

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 02, 2012, 03:29:15 pm**

he just had a drink.

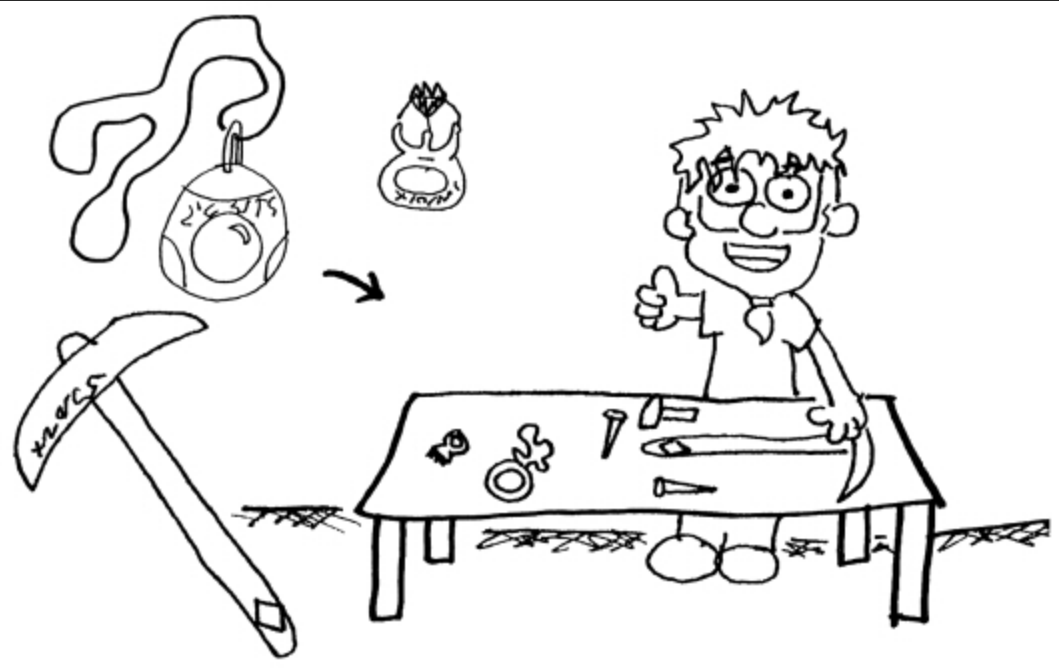
Quote
You stock up on some food and enjoy a long drink of dwarven beer.

Title: **Re: the peasant dwarf**
Post by: **hostergaard** on **November 02, 2012, 06:15:41 pm**

Examine the passed out dwarf and see if he have anything to steal.

Make sure no one sees you!

Title: **Re: the peasant dwarf**
Post by: **Brewster** on **November 02, 2012, 06:25:40 pm**



You walk back to your old crafting table near the Mine Leader's office.
Search for more runes on the walk there, but with no luck. Most likely she found all the runes in THIS fortress and already taught them to you.
You cut the rough citrine and make polished jewels from them. You make an anti-strengthening granite ring. You craft an amulet of light, that when touched glows on and off. You place strengthening runes on your pick.
You are unable to hide the markings and gems, and instead encrust them into the items themselves. Most dwarfs would simply view these as decorations and the art of Runesmithing would be the last thing on someone's mind, as most the fortress doesn't even know the craft exist.
(Runesmithing +3)

Spoiler: INVENTORY (click to show/hide)
pig tail fiber shirt, body
armadillo leather trousers, legs
sheep wool shoes, feet
cave spider silk backpack, back
- gold coins [20]
- Mountainhome map
- iron dagger
- granite bracelet
- yak meat [3]
- WallPoke The Bone of Terror
Table, in front of you
- ◀granite ring▶
- ◀granite amulet▶
- ◀copper pick▶

Title: **Re: the peasant dwarf**
Post by: **tomio175** on **November 02, 2012, 06:36:02 pm**

Take the stuff with you, go search for iron.

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 02, 2012, 07:03:31 pm**

then ask the boss if there is another place you can go.

Title: **Re: the peasant dwarf**
Post by: **tomio175** on **November 02, 2012, 07:27:46 pm**

Quote from: Aseaheru on November 02, 2012, 07:03:31 pm
then ask the boss if there is another place you can go.
Fuck the boss. (DO NOT TAKE THAT LITERALLY, PLEASE)
Go mine iron and then make yourself a decent weapon.

Title: **Re: the peasant dwarf**
Post by: **Uthric** on **November 02, 2012, 07:33:32 pm**

You are struck by a strange mood.

Required items.

Granite
Copper
2 Fire opals

Product is a cepter/magic wand. That is stolen by a kobold theif the moment u set it down.

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 02, 2012, 08:09:19 pm**

then see if you can be sent to a older mountainhome

Title: **Re: the peasant dwarf**
Post by: **CountAlex** on **November 03, 2012, 05:03:34 am**

Quote from: Aseaheru on November 02, 2012, 08:09:19 pm
then see if you can be sent to a older mountainhome

Yea, find elders/storytellers/traders/anybody similar who can tell about other Mountain Homes, get map/direction and prepare to travel for new runes.
Also, try to find out gypsy's fate at Captain of the Guard's office. If he'll refuse, dig the way there in the night and check notes.

Title: **Re: the peasant dwarf**
Post by: **tomio175** on **November 03, 2012, 05:41:48 am**

Quote from: CountAlex on November 03, 2012, 05:03:34 am
Quote from: Aseaheru on November 02, 2012, 08:09:19 pm
then see if you can be sent to a older mountainhome

Yea, find elders/storytellers/traders/anybody similar who can tell about other Mountain Homes, get map/direction and prepare to travel for new runes.
Also, try to find out gypsy's fate at Captein oa Guard's office. If he'll refuse, dig the way there in the night and check notes.

If the queen is in this mountainhome, why would you want to go anywhere else without proper weapons? The other thing is pretty good though, find out what happened to the gypsy.

Title: **Re: the peasant dwarf**
Post by: **Scruffy** on **November 03, 2012, 06:32:05 am**

So, what does an anti-strenghtening ring actually do? will it shatter if you poke it?

Title: **Re: the peasant dwarf**
Post by: **Brewster** on **November 03, 2012, 08:41:16 am**



You test the granite ring by wearing it and punching a statue. Interestingly enough nothing happened, but later when another dwarf leaned on the statue it collapsed. The now fallen dwarf muttered about how the stone material was brittle and stormed off to find the maker of the statue.

You find the Miner's Guild Leader and ask him about the older fortresses. He explains in 152 they moved into this fortress from a fortress not too far away. He explains it's only a few days journey. Either through the caverns where the monsters will eat you, or above ground where the goblins will slay you.

Your magic items STILL need names.

Spoiler: INVENTORY (click to show/hide)
pig tail fiber shirt, body
armadillo leather trousers, legs
sheep wool shoes, feet
cave spider silk backpack, back
- gold coins [20]
- Mountainhome map
- iron dagger
- granite bracelet
- yak meat [3]
- WallPoke The Bone of Terror
- ◀granite amulet▶
◀granite ring▶, right hand first finger
◀copper pick▶, left hand

Title: **Re: the peasant dwarf**
Post by: **Scruffy** on **November 03, 2012, 09:08:57 am**

Caverns! Atleast there will always be little holes to hide in when a random FB or cave dragon is roaming nearby. Oh, and plumphelmet men and purring maggots! Oh joy! It's a dwarven paradise.

Title: **Re: the peasant dwarf**
Post by: **tomio175** on **November 03, 2012, 09:26:00 am**

Get equipment and training, damnit!

Title: **Re: the peasant dwarf**
Post by: **katana** on **November 03, 2012, 09:51:09 am**

YOU FOOL!

Ordinary dwarves cannot decorate weapons with gems! They'll think you've got an artifact!

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **November 03, 2012, 10:59:21 am**

What happened to the old fortress? Is it abandoned? Destroyed? Unless it had to be evacuated in a hurry, it's doubtful anything new can be learned there.

Title: **Re: the peasant dwarf**
Post by: **tomio175** on **November 03, 2012, 11:18:09 am**

[Quote from: katana on November 03, 2012, 09:51:09 am](#)

YOU FOOL!

Ordinary dwarves cannot decorate weapons with gems! They'll think you've got an artifact!

Normal equipment. Ugh.

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **November 03, 2012, 11:29:17 am**

[Quote from: tomio175 on November 03, 2012, 11:18:09 am](#)

[Quote from: katana on November 03, 2012, 09:51:09 am](#)

YOU FOOL!

Ordinary dwarves cannot decorate weapons with gems! They'll think you've got an artifact!

Normal equipment. Ugh.

They import decorated equipment all the time.

Title: **Re: the peasant dwarf**
Post by: **Ultimuh** on **November 03, 2012, 11:29:43 am**

Names for the runed equipment:

- ◀granite amulet▶ : Sparklegem
- ◀granite ring▶ : Granitecircle
- ◀copper pick▶ : Rocksmash

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 03, 2012, 11:38:30 am**

[Quote from: Ultimuh on November 03, 2012, 11:29:43 am](#)

Names for the runed equipment:

- ◀granite amulet▶ : Sparklegem
- ◀granite ring▶ : Granitecircle
- ◀copper pick▶ : Rocksmash

+1

Title: **Re: the peasant dwarf**
Post by: **Uthric** on **November 03, 2012, 11:41:14 am**

This requires an update ever 2 hours!

Title: **Re: the peasant dwarf**
Post by: **peregarrett** on **November 03, 2012, 11:59:35 am**

[Quote from: Ultimuh on November 03, 2012, 11:29:43 am](#)

Names for the runed equipment:

Too obvious for a dwarven equipment

- ◀granite amulet▶ : Bulb of Deity's Son
- ◀granite ring▶ : Touch of Delayed Sickness
- ◀copper pick▶ : An Ordinary Equipment

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 03, 2012, 12:44:01 pm**

ooh. i like those.

Title: **Re: the peasant dwarf**
Post by: **katana** on **November 03, 2012, 02:28:56 pm**

[Quote from: peregarrett on November 03, 2012, 11:59:35 am](#)

[Quote from: Ultimuh on November 03, 2012, 11:29:43 am](#)

Names for the runed equipment:

Too obvious for a dwarven equipment

Too fitting for a dwarven equipment

- ◀granite amulet▶ : Ratflame the cow of swords
- ◀granite ring▶ : Dragonwhirled
- ◀copper pick▶ : Heavyfeather the merchant of rope

Title: **Re: the peasant dwarf**
Post by: **peregarrett** on **November 03, 2012, 02:31:04 pm**

Quote from: katana on November 03, 2012, 02:28:56 pm

Quote from: peregarrett on November 03, 2012, 11:59:35 am

Quote from: Ultimuh on November 03, 2012, 11:29:43 am

Names for the runed equipment:
Too obvious for a dwarven equipment

Too fitting for a dwarven equipment
◀granite amulet▶ : Ratflame the cow of swords
◀granite ring▶ : Dragonwhirled
◀copper pick▶ : Heavyfeather the merchant of rope

thumb up

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **November 03, 2012, 02:50:43 pm**

Why name them? They aren't artifacts, and nothing has been killed with them so far. Except for the pick, which was used to slay a single pet...

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 03, 2012, 03:13:31 pm**

just call them *objectnamehere*

Title: **Re: the peasant dwarf**
Post by: **peregarrett** on **November 03, 2012, 03:17:41 pm**

Quote from: Tirion on November 03, 2012, 02:50:43 pm

Why name them? They aren't artifacts, and nothing has been killed with them so far. Except for the pick, which was used to slay a single pet...

It's a home rule.

Quote from: Brewster on October 31, 2012, 07:00:15 am

You need to name your now magical item. All magical items crafted will need special names.

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **November 03, 2012, 03:46:46 pm**

Quote from: peregarrett on November 03, 2012, 03:17:41 pm

Quote from: Tirion on November 03, 2012, 02:50:43 pm

Why name them? They aren't artifacts, and nothing has been killed with them so far. Except for the pick, which was used to slay a single pet...

It's a home rule.

Quote from: Brewster on October 31, 2012, 07:00:15 am

You need to name your now magical item. All magical items crafted will need special names.

The guy should get a rune tattoo. That way he could no longer delay getting a name :P

Title: **Re: the peasant dwarf**
Post by: **Scruffy** on **November 03, 2012, 05:33:56 pm**

Quote from: Tirion on November 03, 2012, 03:46:46 pm

Quote from: peregarrett on November 03, 2012, 03:17:41 pm

Quote from: Tirion on November 03, 2012, 02:50:43 pm

Why name them? They aren't artifacts, and nothing has been killed with them so far. Except for the pick, which was used to slay a single pet...

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Quote from: Brewster on October 31, 2012, 07:00:15 am

You need to name your now magical item. All magical items crafted will need special names.

The guy should get a rune tattoo. That way he could no longer delay getting a name :P

Perhaps a nice anti-strenghtening rune. Judging from how it affected the statues, everything the peasant touches would wither and crumble. Great for punching giant rats! (as long as he doesnt touch his beard or "interact" with the beautiful queen)

Title: **Re: the peasant dwarf**
Post by: **Uthric** on **November 03, 2012, 06:17:57 pm**

No up date yet rawrrawr rawr rawr rawr!!!!!!

Title: **Re: the peasant dwarf**
Post by: **Gavakis** on **November 03, 2012, 06:30:17 pm**

The creature of the night demand's a new update!
Also, have the peseant dwarf go adventuring as soon as he can!

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **November 03, 2012, 07:19:28 pm**

Quote from: Scruffy on November 03, 2012, 05:33:56 pm

Quote from: Tirion on November 03, 2012, 03:46:46 pm

Quote from: peregarrett on November 03, 2012, 03:17:41 pm

Quote from: Tirion on November 03, 2012, 02:50:43 pm

Why name them? They aren't artifacts, and nothing has been killed with them so far. Except for the pick, which was used to slay a single pet...

It's a home rule.

Quote from: Brewster on October 31, 2012, 07:00:15 am

You need to name your now magical item. All magical items crafted will need special names.

The guy should get a rune tattoo. That way he could no longer delay getting a name :P

Perhaps a nice anti-strenghtening rune. Judging from how it affected the statues, everything the peasant touches would wither and crumble. Great for punching giant rats! (as long as he doesnt touch his beard or "interact" with the beautiful queen)

Or go to pee. Or scratch his nose, or something. Still, he needs a name... and while killing enough historical figures would eventually get him a long title, he should have a birth name to begin with. Urist, maybe? Or if there is a dwarven word for peasant...

Title: **Re: the peasant dwarf**
Post by: **Scruffy** on **November 03, 2012, 07:30:55 pm**

Quote from: Tirion on November 03, 2012, 07:19:28 pm

Quote from: Scruffy on November 03, 2012, 05:33:56 pm

Quote from: Tirion on November 03, 2012, 03:46:46 pm

Quote from: peregarrett on November 03, 2012, 03:17:41 pm

Quote from: Tirion on November 03, 2012, 02:50:43 pm

Why name them? They aren't artifacts, and nothing has been killed with them so far. Except for the pick, which was used to slay a single pet...

It's a home rule.

Quote from: Brewster on October 31, 2012, 07:00:15 am

You need to name your now magical item. All magical items crafted will need special names.

The guy should get a rune tattoo. That way he could no longer delay getting a name :P

Perhaps a nice anti-strenghtening rune. Judging from how it affected the statues, everything the peasant touches would wither and crumble. Great for punching giant rats! (as long as he doesnt touch his beard or "interact" with the beautiful queen)

Or go to pee. Or scratch his nose, or something. Still, he needs a name... and while killing enough historical figures would eventually get him a long title, he should have a birth name to begin with. Urist, maybe? Or if there is a dwarven word for peasant...

No, but I think that Gingcabnul would mean "Youngfool" :P (Didn't find a word of peasant or the village idiot)
Edit: Geshudcabnul is the closest I could think to the "fortress idiot" (fortress fool actually)
Perhaps add a kizab somewhere in the name (means useless)
Kizabcabnul?

Title: **Re: the peasant dwarf**
Post by: **IronTomato** on **November 04, 2012, 03:10:54 pm**

Quote from: Ultimuh on November 03, 2012, 11:29:43 am

Names for the runed equipment:

◄granite amulet► : Sparklegem

◄granite ring► : Granitecircle

I agree with these two. I would name the copper pick "The axe of picking".

Title: **Re: the peasant dwarf**
Post by: **Scruffy** on **November 04, 2012, 03:35:32 pm**

◄copper pick► The Nosepicker

Title: **Re: the peasant dwarf**
Post by: **Gavakis** on **November 04, 2012, 03:42:23 pm**

Quote from: IronTomato on November 04, 2012, 03:10:54 pm

Quote from: Ultimuh on November 03, 2012, 11:29:43 am

Names for the runed equipment:

◄granite amulet► : Sparklegem

◄granite ring► : Granitecircle

I agree with these two. I would name the copper pick "The axe of picking".

I too agree.

Title: **Re: the peasant dwarf**
Post by: **katana** on **November 04, 2012, 04:27:13 pm**

Quote from: Scruffy on November 03, 2012, 05:33:56 pm

Quote from: Tirion on November 03, 2012, 03:46:46 pm

Quote from: peregarrett on November 03, 2012, 03:17:41 pm

Quote from: Tirion on November 03, 2012, 02:50:43 pm

Why name them? They aren't artifacts, and nothing has been killed with them so far. Except for the pick, which was used to slay a single pet...

It's a home rule.

Quote from: Brewster on October 31, 2012, 07:00:15 am

You need to name your now magical item. All magical items crafted will need special names.

The guy should get a rune tattoo. That way he could no longer delay getting a name :P

Perhaps a nice anti-strenghtening rune. Judging from how it affected the statues, everything the peasant touches would wither and crumble. Great for punching giant rats! (as long as he doesnt touch his beard or "interact" with the beautiful queen)

Or, you know, ever rub his eyes, scratch himself or clap. Maybe if his tongue touches his teeth something will go wrong too.

Title: **Re: the peasant dwarf**
Post by: **Scruffy** on **November 04, 2012, 04:38:05 pm**

Quote from: katana on November 04, 2012, 04:27:13 pm

Quote from: Scruffy on November 03, 2012, 05:33:56 pm

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Or, you know, ever rub his eyes, scratch himself or clap. Maybe if his tongue touches his teeth something will go wrong too.

But imagine all the fun we could have by punching kobolds and kicking kittens

Edit: Perhaps use a similar system as with the light amulet. The peasant pulls his beard and triggers the rune's power.
...Now then, which part of the dwarf could we encrust with the gems? Perhaps he could swallow them to gain their power. :P

Title: **Re: the peasant dwarf**
Post by: **katana** on **November 04, 2012, 04:39:19 pm**

Quote from: Scruffy on November 04, 2012, 04:38:05 pm

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **November 05, 2012, 09:09:58 am**

Be careful, sneak around in those caverns. (+++++ Ambusher, raises Agility)
Meet animal man tribe, make new friends. Asax and his tribe will worship you as the Lightbringer, after you smooth a gem cluster near their camp and engrave it with lightsource rune.
See webbed animal (closest you get to trapped), train it... bonus point if it's a baby but will grow up into a mount and/or war beast.

Title: **Re: the peasant dwarf**
Post by: **Scruffy** on **November 05, 2012, 10:52:35 am**

Quote from: Tirion on November 05, 2012, 09:09:58 am
Asax and his tribe will worship you as the Lightbringer, after you smooth a gem cluster near their camp and engrave it with lightsource rune.
Or deem you as the embodiment of all the evil in the world who defiled the darkness and and drove them away from their village by filling their former homes with the horrifying power of light.

Title: **Re: the peasant dwarf**
Post by: **katana** on **November 05, 2012, 11:22:24 am**

You need to make a shield. Try and get some extra leather for one?

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **November 05, 2012, 12:38:45 pm**

You will also need a flask or waterskin.

Title: **Re: the peasant dwarf**
Post by: **Uthric** on **November 05, 2012, 01:42:46 pm**

Go join the party in the dining room.

Get a drink.

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 05, 2012, 02:49:36 pm**

we dont have a skin?

Title: **Re: the peasant dwarf**
Post by: **Burnup** on **November 05, 2012, 02:55:28 pm**

In the mean time, a massive meteor plunging from the skies strikes the earth! On top of the mountainhome. caving in 40+ Z levels of the mountainhome. Leaving a crater in a 80 tile radius.

Luckily you were in an isolated mining shaft at the time of impact.

You return to a mess of mangled everything. The few living beings showing up from isolated sectors. Screams of pain, and torment. followed by a few echoing calls filled with determination.

Then the Dead started to come back to life..

It started small, a little ruckus, what seemed like unco-operation. That thought ended when one party to the disagreement started eating the others' skin off their right side jaw. It only escalated from there..

Now sealed into the depths of an isolated sector, we heard screams in and out for a good amount of time. But all is silent from behind the door now.

There are seven of us here.. For the past week Malgok and I have been mining a way out. luckily we're in one of the underground farming sectors, but I must say there is something eerie and sobering about working in the expansive fields with so few dwarves about. Like wise with this sectors great hall, so empty..

Finally reached the surface! We've talked about what we would do when we got out. But now finding the overwhelming expanse of open space, we were all at an utter loss.

"let's head for the old mountainhome. Maybe we'll meet other survivors rallying."

I thought about it as my fingers idly followed the crude lines of the rune on my pickaxe. Since that is the only suggestion, (and only known nearby dwarven civ) I joined in the communal agreement, and we set out.

Title: **Re: the peasant dwarf**
Post by: **Klitri** on **November 05, 2012, 07:07:57 pm**

Quote from: Burnup on November 05, 2012, 02:55:28 pm
In the mean time, a massive meteor plunging from the skies strikes the earth! On top of the mountainhome. caving in 40+ Z levels of the mountainhome. Leaving a crater in a 80 tile radius.

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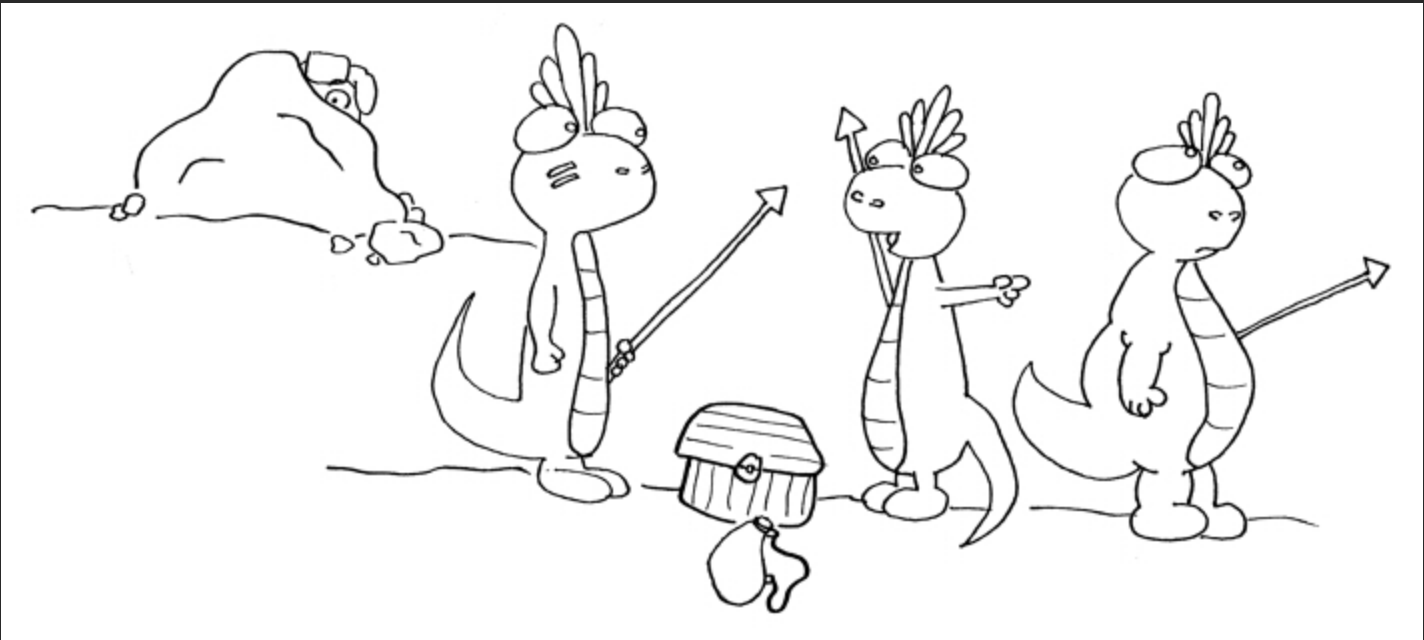
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You carefully sneak around in the cavern, watching all around you. After two hours of walking you discover a lizard man tribe. You've heard tales of them before... not the most friendly bunch. You do spot a treasure chest and even a waterskin. You're sure there are more lizard men around, but these are the only three you can spot currently.

Spoiler: INVENTORY (click to show/hide)
deer leather cap, head
pig tail fiber shirt, body
wolf leather armor, body
armadillo leather trousers, legs
sheep wool shoes, feet
cave spider silk backpack, back
- gold coins [20]
- Mountainhome map
- iron dagger
- granite bracelet
- yak meat [3]
- WallPoke The Bone of Terror
- Sparklegem
Touch of Delayed Sickness, right hand first finger
Heavyfeather the merchant of rope, left hand

Make Sparklehem glow and throw it as hard as you can over the lizardmen. Hopefully it will distract them and some of them will go after it.

Quote from: Scruffy on November 06, 2012, 07:52:04 am
Make Sparklehem glow and throw it as hard as you can over the lizardmen. Hopefully it will distract them and some of them will go after it.

I don't think we ever practiced throwing.

Quote from: Ultimuh on November 06, 2012, 08:15:02 am
Quote from: Scruffy on November 06, 2012, 07:52:04 am
Make Sparklehem glow and throw it as hard as you can over the lizardmen. Hopefully it will distract them and some of them will go after it.

I don't think we ever practiced throwing.

We're not aiming for anything. Just throw it, then brain them while they're distracted. Wait, I know where this is going. You'll be spotted as soon as you jump out by OTHER lizardmen that you can't see at the moment.

Observe them and see if there are any more hidden near by if not.

Charge them and make light to disorient them while u attack because we need that water skin.

toss a rock on the far side of the passage (in your line of sight)
repeat in different locations to attempt to get a rough count of lizardmen.
(hopefully we can accomplish this simple task without being caught/killed.)
Or we can tell a clotheir that we saw webs this way. And then observe if the lizardmen kill him (are hostile?), and possibly how many there are.

Then with that extra information we can think of what to do.

Main charactor name vote?
Taumatawhakatangiangakoauauotamateaturipukakapikimaungahoronukupokaiwhenuakitanatahu

roughly translates to: "The summit where Tamatea, the man with the big knees, the climber of mountains, the land-swallower who travelled about, played his nose flute to his loved one".

Taumata for short.

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 06, 2012, 03:05:09 pm**

yes. YES. **YES!!!**

Title: **Re: the peasant dwarf**
Post by: **IronTomato** on **November 06, 2012, 07:04:40 pm**

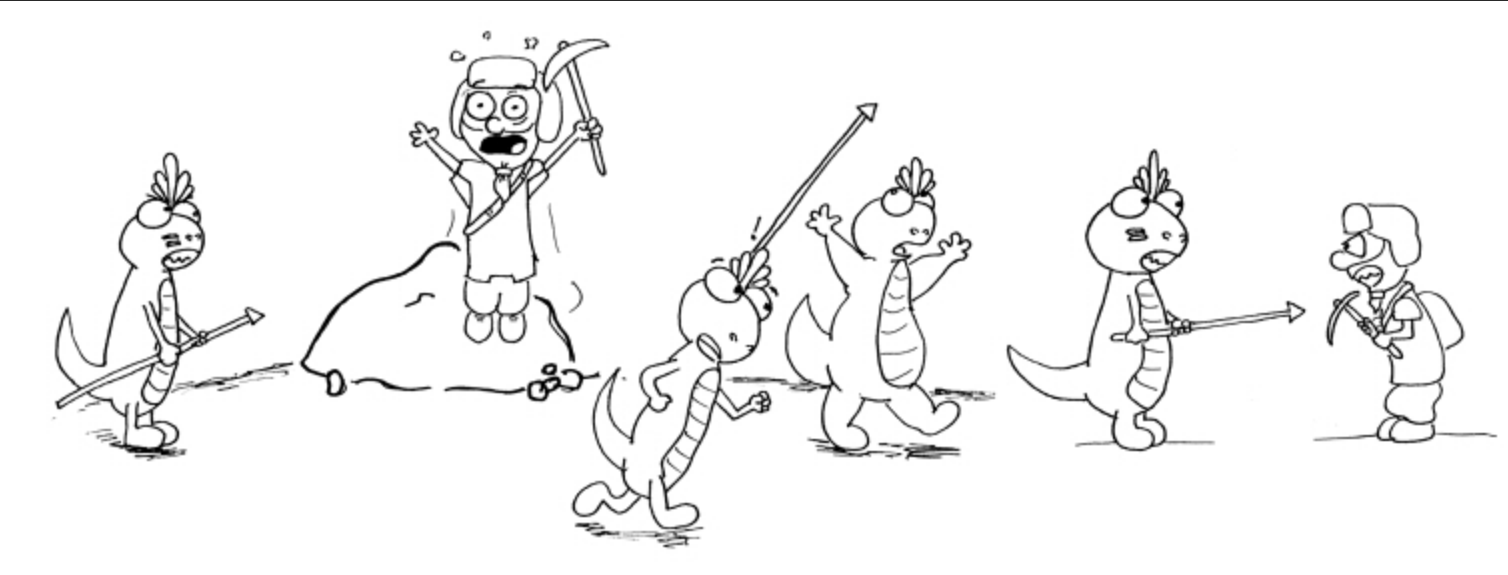
.Walk up to them, with your chest out and your head high. Say "Behold, reptilians! You shall do everything I say, lest you be struck down by my mighty Beard."

Title: **Re: the peasant dwarf**
Post by: **Fishybang** on **November 06, 2012, 08:07:40 pm**

Quote from: IronTomato on November 06, 2012, 07:04:40 pm
.Walk up to them, with your chest out and your head high. Say "Behold, reptilians! You shall do everything I say, lest you be struck down by my mighty Beard."

+1

Title: **Re: the peasant dwarf**
Post by: **Brewster** on **November 07, 2012, 07:36:14 am**



You jump out from behind your rock and scream "Behold, reptilians! You shall do everything I say, lest you be struck down by my mighty Beard!" Two of the three flee from you, running deeper into the caverns, and only one remains. You stand staring each other down, waiting for the other to make a move.

Title: **Re: the peasant dwarf**
Post by: **peregarrett** on **November 07, 2012, 07:51:26 am**

Quote from: Brewster on November 07, 2012, 07:36:14 am
You jump out from behind your rock and scream "Behold, reptilians! You shall do everything I say, lest you be struck down by my mighty Beard!" Two of the three flee from you, running deeper into the caverns, and only one remains. You stand staring each other down, waiting for the other to make a move.

Do your war-dance, showing how you will crush his skull with your mighty Heavyfeather and the spirit of ancestors giuding your hand!

Title: **Re: the peasant dwarf**
Post by: **AutomataKittay** on **November 07, 2012, 07:52:27 am**

Ask it to come and serve you!
Or if it don't understands, gesture it to give you their spear!

Title: **Re: the peasant dwarf**
Post by: **Volfgarix** on **November 07, 2012, 11:54:22 am**

Flash him with light amulet, dodge his spear attack and hit him few times fast with your magic ring, jump away, wait for enemy's weakening and take stuff from chest.

Title: **Re: the peasant dwarf**
Post by: **Scruffy** on **November 07, 2012, 12:21:41 pm**

Give it a lump of yak meat and make it into your manservant. A scaly butler might come in handy

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **November 07, 2012, 02:59:45 pm**

Servant, and guide. They might be more cooperative if they know you're just passing through.

Title: **Re: the peasant dwarf**
Post by: **Fishybang** on **November 07, 2012, 03:01:44 pm**

Quote from: Scruffy on November 07, 2012, 12:21:41 pm
Give it a lump of yak meat and make it into your manservant. A scaly butler might come in handy

+1

Title: **Re: the peasant dwarf**
Post by: **Scruffy** on **November 07, 2012, 03:02:23 pm**

Why do I get the feeling that this particular lizardman is the local village idiot. We shall call him.. Billy the Lizard!

Title: **Re: the peasant dwarf**
Post by: **katana** on **November 07, 2012, 03:12:38 pm**

Lily the blizzard :c

Title: **Re: the peasant dwarf**
Post by: **Uthric** on **November 07, 2012, 03:38:37 pm**

Give it food. If it will not help u stab it in the head with the pick.

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 07, 2012, 04:04:10 pm**

Quote from: Uthric on November 07, 2012, 03:38:37 pm

Give it food. If it will not help u stab it in the head with the pick.

+1. so thats 4 for giving food with 2 for killing if it refuses and 1 for doing that w/o food.

Title: **Re: the peasant dwarf**
Post by: **peregarrett** on **November 07, 2012, 04:29:39 pm**

First do a wardance, then give it a food, and if it refuses - kill it!
But wardance is the first to do!

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **November 07, 2012, 04:54:20 pm**

Seriously, angering them is quite counterproductive. You are alone and on their home turf and have to sleep sometime... Or, if you do try to intimidate them, don't stop with half-measures :P

Title: **Re: the peasant dwarf**
Post by: **Scruffy** on **November 07, 2012, 04:56:40 pm**

It will join us or die. Give yourself to the Dorfside of the Forc... Beard!

Title: **Re: the peasant dwarf**
Post by: **peregarrett** on **November 07, 2012, 11:27:47 pm**

Quote from: Scruffy on November 07, 2012, 04:56:40 pm

It will join us or die. Give yourself to the Dorfside of the Forc... Beard!

Oh.

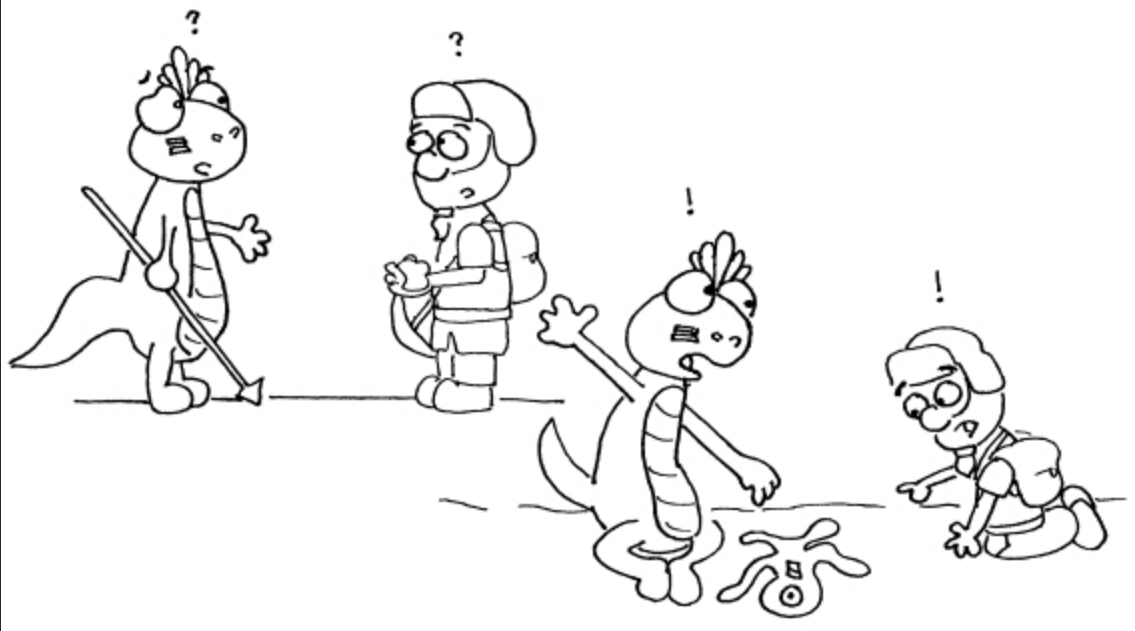
Quote from: Yoda the Kobold

Use the Beard, Urist!
I feel disturbance in the Beard...

Title: **Re: the peasant dwarf**
Post by: **rangerplus10** on **November 07, 2012, 11:46:36 pm**

BRAIN IT!!!!

Title: **Re: the peasant dwarf**
Post by: **Brewster** on **November 08, 2012, 07:35:10 am**



You both artfully circle each other feeling the situation out. You carefully reach into your backpack and pull out a chunk of yak meat. You hand it to the lizard man in hopes of befriending it. You both slowly lower your weapons, and he cautiously accepts your gift and eats it in one bite. His harden face lightens up, and he starts spouting off in a language you can not understand of squeaks and squeals. Eventually through charades and drawing on the cavern floor you learn his story. The tribe has been troubled by an awful cave monster from long ago. Half his tribe has been slaughtered, and the other half is scattered across the cavern, scared. When you jumped from behind the rock, they thought it was the monster! You can see pure terror in his eyes as you explains his story.

Spoiler: INVENTORY (click to show/hide)

- deer leather cap, head
- pig tail fiber shirt, body
- wolf leather armor, body
- armadillo leather trousers, legs
- sheep wool shoes, feet
- cave spider silk backpack, back
 - gold coins [20]
 - Mountainhome map
 - iron dagger
 - granite bracelet
 - yak meat [2]
 - WallPoke The Bone of Terror

- Sparklegem
Touch of Delayed Sickness, right hand first finger
Heavyfeather the merchant of rope, right hand

Spoiler: [STATS](#) (click to show/hide)
Name: 🐼

hunger: 6/7
thirst: 6/7
energy: 6/7
happiness: 6/7

10 runesmith
10 mining
2 engraver
2 stonecrafting
1 butcher
3 ambusher
9 fighting
3 observer
9 dodge

Friends: lizard man
Nemesis: drunkard : stark raving mad

Title: **Re: the peasant dwarf**
Post by: **Scruffy** on **November 08, 2012, 09:47:11 am**

The peasant is not ready to challenge a FB (yet).
Try to explain to the lizard that we will kill the FB but first we need to visit an old fortress to prepare for the battle. Tell the lizard that we need it to come with us.

A pet lizardman might come in handy. It should be able to work as a guide and if needed it can even function as a pack mule and emergency food ration.
We might even hold our end of the bargain but that is not guaranteed. (Most likely not)

Title: **Re: the peasant dwarf**
Post by: **Uthric** on **November 08, 2012, 10:19:42 am**

Don't forget the chest of loots!

Title: **Re: the peasant dwarf**
Post by: **katana** on **November 08, 2012, 10:27:58 am**

I don't think that's a FB.

Looks like a giant olm.

Title: **Re: the peasant dwarf**
Post by: **Cinder** on **November 08, 2012, 01:46:11 pm**

[Quote from: katana on November 08, 2012, 10:27:58 am](#)
I don't think that's a FB.
Looks like a giant olm.

named Giant Olm, you mean.

Title: **Re: the peasant dwarf**
Post by: **Ultimuh** on **November 08, 2012, 02:16:08 pm**

[Quote from: Objective on November 08, 2012, 01:46:11 pm](#)
[Quote from: katana on November 08, 2012, 10:27:58 am](#)
I don't think that's a FB.
Looks like a giant olm.
named Giant Olm, you mean.

Looks more like a one-eyed four-armed octopus.
For all we know it could be a Beholder.
(Wait.. there are no Beholders in DF.. Well.. I never encountered one.)

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **November 08, 2012, 03:05:57 pm**

Well, you could tell them about the fortress, they might find a safe new home there (or more probably, other squatters). You should decide to uplift them from the wood age, teach them engraving, masonry, stonecrafting, farming, brewing, etc it's not like your people need that old empty fortress and they'd get useful allies and trade partners ;)

Title: **Re: the peasant dwarf**
Post by: **Uthric** on **November 08, 2012, 03:10:26 pm**

U must not forget about the chest of loot.

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 08, 2012, 04:08:02 pm**

ask it where it is, carve light runes around its house, set up traps. but first make several thousand mecanisms. then do all that. and set up the lizards.

Title: **Re: the peasant dwarf**
Post by: **IronTomato** on **November 08, 2012, 07:58:07 pm**

This could be a goal we can work toward. If we kill it, the lizardman tribe may become a useful ally.

And then, Slaves To Peasant: God of Beards, Chapter 2, Lizard Fortress

Title: **Re: the peasant dwarf**
Post by: **rangerplus10** on **November 09, 2012, 02:05:36 am**

Quote from: Aseaheru on November 08, 2012, 04:08:02 pm
ask it where it is, carve light runes around its house, set up traps. but first make several thousand mecanisms. then do all that. and set up the lizards.

I like this idea; not only would it give us a useful ally, it would train up our mechanics skill.

Title: **Re: the peasant dwarf**
Post by: **Brewster** on **November 09, 2012, 07:38:32 am**



You attempt to persuade the lizardman that going to an old abandon fortress is key to defeating their beast, but he wouldn't accept that. These lizardmen are loyal and stubborn as a mule when it comes to it. He offers the water skin to get you to take a peak at the monster, in hopes that you'd help. You slowly make your way through the caverns, hearing loud splashing and high pitched squealings until you finally catch sight of the monster!

Spoiler: INVENTORY (click to show/hide)
deer leather cap, head
pig tail fiber shirt, body
wolf leather armor, body
armadillo leather trousers, legs
sheep wool shoes, feet
cave spider silk backpack, back
- gold coins [20]
- Mountainhome map
- iron dagger
- granite bracelet
- yak meat [2]
- WallPoke The Bone of Terror
- Sparklegem
- jabberer leather waterskin
- - cave water [3]
Touch of Delayed Sickness, right hand first finger
Heavyfeather the merchant of rope, right hand

Title: **Re: the peasant dwarf**
Post by: **peregarrett** on **November 09, 2012, 07:42:24 am**

Kill it with cave-in!

Title: **Re: the peasant dwarf**
Post by: **AutomataKittay** on **November 09, 2012, 07:48:43 am**

Punch a tendril with the ring of weakness and run. Repeat and rinse a few time! Then. SLAY IT!

And make friend with all the lizardmen.

Title: **Re: the peasant dwarf**
Post by: **Scruffy** on **November 09, 2012, 08:15:12 am**

Find a suitable cliffside with a gem cluster and carve anti-strenghtening runes around it. Use the gem cluster to power the runes and lure the calamari against the cliff. The peasant will hit the ground with the ring and trigger the other runes causing the cliff to crumble and the calamari (and the bait) fall to the black depths below (you shall not pass! *crumbling sounds*)

Title: **Re: the peasant dwarf**
Post by: **katana** on **November 09, 2012, 10:37:08 am**

You're like, an accomplished professional miner and dodger. Throw some rocks at it so it comes for you then brain it when it reaches land.

Title: **Re: the peasant dwarf**
Post by: **Archereon** on **November 09, 2012, 12:29:59 pm**

Try to get the lizardman to distract it while you dig upwards to cave in the ceiling on the FB.

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **November 09, 2012, 01:09:02 pm**

You'd think digging through rock with a pick is way too loud to do it sneakily. Or quick enough, for that matter. Unless you see a way to trigger a cave-in easily, with a single thrown stone if possible. Do you see (and are you able to recognize) a suitable unstable hanging stone?

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 09, 2012, 03:44:29 pm**

throw sharp stones, then drop an BIG rock on it and have everyone attack.

Title: **Re: the peasant dwarf**
Post by: **TheBlueSteel** on **November 09, 2012, 04:33:16 pm**

That looks like a fucking FB to me.

Run dafuq away. The peasant must survive!

Tell the lizardman you're going to make weapons, search for iron.

Title: **Re: the peasant dwarf**
Post by: **rangerplus10** on **November 09, 2012, 06:08:50 pm**

Quote from: TheBlueSteel on November 09, 2012, 04:33:16 pm

That looks like a fucking FB to me.

Run dafuq away. The peasant must survive!

Tell the lizardman you're going to make weapons, search for iron.

This

Title: **Re: the peasant dwarf**
Post by: **Brewster** on **November 09, 2012, 06:56:38 pm**



You develop a plan to slay the beast. You have the lizardman sit idle while you mine a path up to the top of a stalactite. Once in position the lizardman distracts the beast by pelting it with rocks, while you mine the earthen dagger to drop onto the sea creature below. You make your final swing and you hear a loud crack, it's going to DROP!

Spoiler: DROP! (click to show/hide)



You brains it with the stalactite!!

Title: **Re: the peasant dwarf**
Post by: **TheBlueSteel** on **November 09, 2012, 07:01:44 pm**

Dayum. That worked..... surprisingly well.

Now we butcher its corpse.

I want my [230] Eldritch Abomination meat :P

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **November 09, 2012, 07:03:05 pm**

Quote from: TheBlueSteel on November 09, 2012, 07:01:44 pm

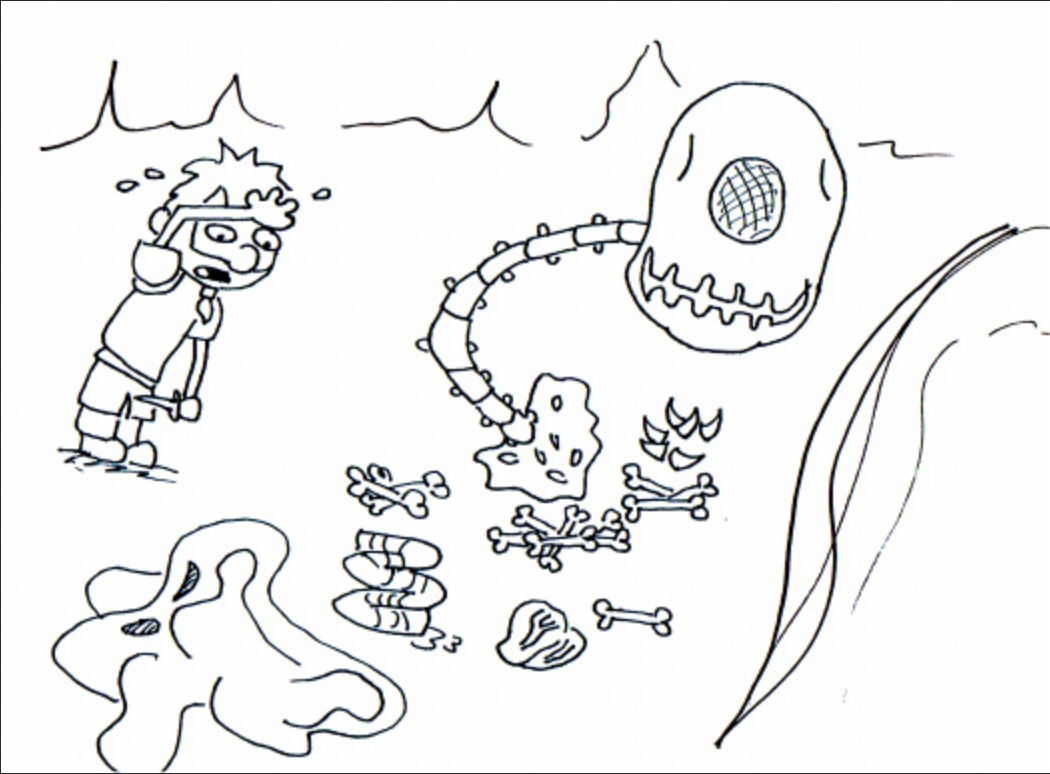
Dayum. That worked..... surprisingly well.

Now we butcher its corpse.

I want my [230] Eldritch Abomination meat :P

And it's skin. It'd cover a very big sofa :D

Title: **Re: the peasant dwarf**
Post by: **Brewster** on **November 09, 2012, 08:33:18 pm**



After hours and hours of slicing, peeling, breaks and hacking you FINALLY butcher the beast. The lizardman takes the meat and explains he is going to salt to preserve the meat longer. You take a moment to catch your breath after the long hours of work. The pile of skin starts to weird you out.
(Butcher +1)

Title: **Re: the peasant dwarf**
Post by: **NAV** on **November 09, 2012, 08:38:42 pm**

Wear that skull as a helmet. Use the rest of its parts to make a trampoline. Give the trampoline as a present to the lizardmen, then take their treasure!

Title: **Re: the peasant dwarf**
Post by: **TheBlueSteel** on **November 09, 2012, 08:40:29 pm**

I bet the lizardman just took the meat and ran haha.

I vote we make a massive pile of bone bolts, since they hardly weigh anything, then try to find a lizardman bow. The our enemies will suffer sudden death at a thousand paces!! And look like pincushions. Because I'm fond of pincushions.

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 09, 2012, 08:42:29 pm**

tan the skin and proses the bones into crafts.

Title: **Re: the peasant dwarf**
Post by: **Cinder** on **November 09, 2012, 08:45:19 pm**

[Quote from: Brewster on November 09, 2012, 08:33:18 pm](#)
(Butcher +1)

Wat

Title: **Re: the peasant dwarf**
Post by: **IronTomato** on **November 09, 2012, 10:14:05 pm**

[Quote from: Objective on November 09, 2012, 08:45:19 pm](#)
[Quote from: Brewster on November 09, 2012, 08:33:18 pm](#)
(Butcher +1)
Wat

W...
[Quote from: Brewster on November 09, 2012, 08:33:18 pm](#)
hours and hours of slicing, peeling, breaks and hacking

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 09, 2012, 11:41:33 pm**

wont that be around +200000 points?

Title: **Re: the peasant dwarf**
Post by: **rangerplus10** on **November 10, 2012, 02:27:20 am**

The stalactite in it's head is just grose! :)

Title: **Re: the peasant dwarf**
Post by: **AutomataKittay** on **November 10, 2012, 05:18:00 am**

Tan the skin, make armor and boots out of it! A lot of them, for friends! And bone bolts :D

Title: **Re: the peasant dwarf**
Post by: **Volfgarix** on **November 10, 2012, 05:52:48 am**

And bone crossbow!

Title: **Re: the peasant dwarf**
Post by: **katana** on **November 10, 2012, 06:52:46 am**

Don't forget the leather shield D:

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **November 10, 2012, 07:16:46 am**

[Quote from: Aseaheru on November 09, 2012, 08:42:29 pm](#)
tan the skin and proses the bones into crafts.

And teach the lizardmen how to do it. Bone and leather armor would be a small upgrade for you, but a very great upgrade for lizardmankind.

Title: **Re: the peasant dwarf**
Post by: **TheBlueSteel** on **November 10, 2012, 09:35:18 am**

[Quote from: Tirion on November 10, 2012, 07:16:46 am](#)
[Quote from: Aseaheru on November 09, 2012, 08:42:29 pm](#)
tan the skin and proses the bones into crafts.
And teach the lizardmen how to do it. Bone and leather armor would be a small upgrade for you, but a very great upgrade for lizardmankind.

We shall conquer the world with our lizardman arrrrrrmmmmmyyyy

Title: **Re: the peasant dwarf**
Post by: **Scruffy** on **November 10, 2012, 09:43:40 am**

[Quote from: TheBlueSteel on November 10, 2012, 09:35:18 am](#)
[Quote from: Tirion on November 10, 2012, 07:16:46 am](#)
[Quote from: Aseaheru on November 09, 2012, 08:42:29 pm](#)
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And teach the lizardmen how to do it. Bone and leather armor would be a small upgrade for you, but a very great upgrade for lizardmankind.

We shall conquer the world with our lizardman arrrrmmmmmyyyy

..And when we finally return to the mountainhomes we will find it under siege by the lizardmen and the peasant's parents dead

Title: **Re: the peasant dwarf**

Post by: **AutomataKittay** on **November 10, 2012, 09:49:43 am**

Quote from: Scruffy on November 10, 2012, 09:43:40 am

Quote from: TheBlueSteel on November 10, 2012, 09:35:18 am

Quote from: Tirion on November 10, 2012, 07:16:46 am

Quote from: Aseaheru on November 09, 2012, 08:42:29 pm

tan the skin and prosess the bones into crafts.

And teach the lizardmen how to do it. Bone and leather armor would be a small upgrade for you, but a very great upgrade for lizardmankind.

We shall conquer the world with our lizardman arrrrmmmmmyyyy

..And when we finally return to the mountainhomes we will find it under siege by the lizardmen and the peasant's parents dead.

I think that's is the setting for the Forgotten Beast Urist adventure, parent dead, wearing skin of a forgotten beast, fight things :D

Title: **Re: the peasant dwarf**

Post by: **tomio175** on **November 10, 2012, 11:48:08 am**

Quote from: rangerplus10 on November 10, 2012, 02:27:20 am

The stalactite in it's head is just grose! :)

You misspelled great.

Anyway, process into bone/leather armor hybrid stuff. Then, make bone crossbow and bolts. Then, go kill random stuff that IS NOT a hostile lizardman. Also, be revered as great Savior of Lizardmen/-women.

Title: **Re: the peasant dwarf**

Post by: **Brewster** on **November 10, 2012, 12:10:03 pm**



You take a quick nap then you start crafting items out of the deceased beast's bones. You even make a funny toy statue of the beast itself out of it's bone, you sick dwarf you. The lizardman loads them up in a cart for you and hauls them back to their camp while you try to figure out how to make armor out of the skin. (bonecrafting +4)

He thanks you for the items and offers you 1500 gold coins, a jabber mount, or the treasure chest... what do you select?!

Title: **Re: the peasant dwarf**

Post by: **AutomataKittay** on **November 10, 2012, 12:16:02 pm**

Take the jabberer!

Title: **Re: the peasant dwarf**

Post by: **tomio175** on **November 10, 2012, 12:20:07 pm**

Quote from: AutomataKittay on November 10, 2012, 12:16:02 pm

Take the jabberer!

JABBERER!

Title: **Re: the peasant dwarf**

Post by: **NAV** on **November 10, 2012, 12:26:18 pm**

Definitely the jabberer.

Title: **Re: the peasant dwarf**

Post by: **Scruffy** on **November 10, 2012, 01:29:03 pm**

I just hope that it doesn't die out of starvation like the tame jabberers.

Edit: Ignore that. I was thinking of draltha. Jabberers are bonecarn I think so perhaps we just have to feed it a few bones every now and then.

Title: **Re: the peasant dwarf**

Post by: **katana** on **November 10, 2012, 01:30:03 pm**

Quote from: Scruffy on November 10, 2012, 01:29:03 pm

I just hope that it doesn't die out of starvation like the tame jabberers.

Title: **Re: the peasant dwarf**

Post by: **Fishybang** on **November 10, 2012, 02:25:19 pm**

Take the jabberer!

Title: **Re: the peasant dwarf**
Post by: **katana** on **November 10, 2012, 03:20:43 pm**

Wait a second, if lizardmen tamed it, how do we know it'll be nice to a dwarf?

Title: **Re: the peasant dwarf**
Post by: **AutomataKittay** on **November 10, 2012, 03:22:21 pm**

Quote from: katana on November 10, 2012, 03:20:43 pm
Wait a second, if lizardmen tamed it, how do we know it'll be nice to a dwarf?

I'd imagine it'd have eaten the dwarf already, wouldn't it?

Also, Jabberer's no grazer, so I suppose it can be fed anything that can be found :D

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **November 10, 2012, 05:13:25 pm**

Since when it is a question?

NO TIME TO EXPLAIN, GET ON THE JABBERER!

Title: **Re: the peasant dwarf**
Post by: **katana** on **November 10, 2012, 05:18:01 pm**

Quote from: Tirion on November 10, 2012, 05:13:25 pm
Since when it is a question?
NO TIME TO EXPLAIN, GET ON THE JABBERER!
AND GO RESCUE THE MOON PRINCESS.

Title: **Re: the peasant dwarf**
Post by: **Volfgarix** on **November 10, 2012, 06:08:12 pm**

Quote from: katana on November 10, 2012, 05:18:01 pm
Quote from: Tirion on November 10, 2012, 05:13:25 pm
Since when it is a question?
NO TIME TO EXPLAIN, GET ON THE JABBERER!
AND GO RESCUE THE MOON PRINCESS.

Moon princess? What?
Anyway, get the Jabberer!
Or take money and make good business and then live like a lord.

Title: **Re: the peasant dwarf**
Post by: **Ultimuh** on **November 10, 2012, 06:09:42 pm**

Wasn't the chest our goal for disturbing the lizardmen?
I vote for the chest.

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **November 10, 2012, 06:57:23 pm**

Quote from: Ultimuh on November 10, 2012, 06:09:42 pm
Wasn't the chest our goal for disturbing the lizardmen?
I vote for the chest.

If there were weapons in the chest, the lizardmen would have used them. Ditto for armor. The chest is most likely full of trade goods, useless in the wilderness. Runes may be engraved on them, but to copy those, you only need to look at them, not take them. The elephant-sized war bird seems to be a lot more awesome, yet practical.

Title: **Re: the peasant dwarf**
Post by: **AutomataKittay** on **November 10, 2012, 07:04:02 pm**

Quote from: Tirion on November 10, 2012, 06:57:23 pm
Quote from: Ultimuh on November 10, 2012, 06:09:42 pm
Wasn't the chest our goal for disturbing the lizardmen?
I vote for the chest.

If there were weapons in the chest, the lizardmen would have used them. Ditto for armor. The chest is most likely full of trade goods, useless in the wilderness. Runes may be engraved on them, but to copy those, you only need to look at them, not take them. The elephant-sized war bird seems to be a lot more awesome, yet practical.

I also checked the pet value for Jabberer, it's 1,500, same as the cash offer. That could mean decent iron or bronze equipment, but that's fairly unlike bet with the location. Most likely a whole bunch of junk or crafts that could be sold for roughly that much, or even gems (Which would be useful for our dwarf, but for what right now?).

Even if it was full of best steel razorshredder, I still want the Jabberer, because, possible mount and pet yay!

Title: **Re: the peasant dwarf**
Post by: **1freeman** on **November 10, 2012, 07:19:16 pm**

Guys, I think when he said jabberer mount he meant it like a deer mount. You know, head and horns on a plaque to show off to all the lady's. I hope i'm wrong though.

If I am wrong then i choose the jabberer.

Title: **Re: the peasant dwarf**
Post by: **Archereon** on **November 10, 2012, 07:35:29 pm**

I'd say take the mount and try to strike a deal (possibly involving another quest or haggling) to trade for one of the opposite gender, they bring them back to the fortress and trade them to the animal traders for lots of money.

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 10, 2012, 08:08:21 pm**

take mount, find opposit gender, breed them, take tamed children to fortress to sell.

Title: **Re: the peasant dwarf**
Post by: **rangerplus10** on **November 10, 2012, 09:24:21 pm**

Can we carve runes into the Jabberer? If we could, we could carve rune of strength into it's beak and have it peck through steel.

Title: **Re: the peasant dwarf**
Post by: **NAV** on **November 10, 2012, 10:42:54 pm**

I think this whole runesmithing thing is just an excuse to look like a pimp.

Title: **Re: the peasant dwarf**
Post by: **rangerplus10** on **November 11, 2012, 06:27:25 am**

Quote from: NAV on November 10, 2012, 10:42:54 pm
I think this whole runesmithing thing is just an excuse to look like a pimp.
What do you mean?

Title: **Re: the peasant dwarf**
Post by: **AutomataKittay** on **November 11, 2012, 06:30:27 am**

Quote from: rangerplus10 on November 11, 2012, 06:27:25 am
Quote from: NAV on November 10, 2012, 10:42:54 pm
I think this whole runesmithing thing is just an excuse to look like a pimp.
What do you mean?
Shining and blinged out with gems, that's my guess :D

Title: **Re: the peasant dwarf**
Post by: **Brewster** on **November 11, 2012, 11:49:50 am**



The lizardman returns promptly with a big ass bird staring straight into your eyes. You get the feeling if you unharness this beast your head will soon be in it's mouth. It continues to kick cavern dirt and pebbles everywhere. Tugging constantly on the rope. You set the skin down, still unable to figure out how to tan the big SOB, and accept your reward.

Title: **Re: the peasant dwarf**
Post by: **Scruffy** on **November 11, 2012, 11:53:26 am**

Cloak the jabberer in the FB skin.
..Why am I getting the feeling that this "tame" bird is actually just a wild one with bridles and a sadle.

Title: **Re: the peasant dwarf**
Post by: **Beenoc** on **November 11, 2012, 12:21:39 pm**

Find some spare cloaks, take off all of your clothes except your socks, put all the cloaks on, and then tame your Jabberer with your new Dungeon Master skillz. (with a Z, no S. S is for elves.)

Title: **Re: the peasant dwarf**
Post by: **AutomataKittay** on **November 11, 2012, 12:33:06 pm**

Do we have meat? Feed the bird some if we does and see if it's happier. Also put the FB skin on like a cloak.

Quote from: Scruffy on November 11, 2012, 11:53:26 am
Cloak the jabberer in the FB skin.
..Why am I getting the feeling that this "tame" bird is actually just a wild one with bridles and a sadle.

:D

All the more reason to see if we can make friends with it.

Title: **Re: the peasant dwarf**
Post by: **katana** on **November 11, 2012, 02:55:24 pm**

Quote from: Beenoc on November 11, 2012, 12:21:39 pm
Find some spare cloaks, take off all of your clothes except your socks, put all the cloaks on, and then tame your Jabberer with your new Dungeon Master skillz. (with a Z, no S. S is for elves.)

This isn't 23a!

Clearly we must bribe it with large amounts of meat.

Title: **Re: the peasant dwarf**
Post by: **Scruffy** on **November 11, 2012, 04:36:57 pm**

Quote from: katana on November 11, 2012, 02:55:24 pm
Clearly we must bribe it with large amounts of meat.

So lets feed the lizardman to it.

Title: **Re: the peasant dwarf**
Post by: **Beenoc** on **November 11, 2012, 05:28:45 pm**

Quote from: Scruffy on November 11, 2012, 04:36:57 pm
Quote from: katana on November 11, 2012, 02:55:24 pm
Clearly we must bribe it with large amounts of meat.
So lets feed the lizardman to it.

Mug the lizard, take all his stuff (including the 1500 urists), feed him to the bird, steal the treasure. Get all of the offered rewards!

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 11, 2012, 05:31:54 pm**

dont kill our ally ~~minion~~ friend. give the bird some FB meat.

Title: **Re: the peasant dwarf**
Post by: **Uthric** on **November 11, 2012, 11:23:27 pm**

Skin+mount=armored mount

Do it.

Title: **Re: the peasant dwarf**
Post by: **peregarrett** on **November 11, 2012, 11:54:20 pm**

Quote from: Uthric on November 11, 2012, 11:23:27 pm
Skin+mount=armored mount
Do it.

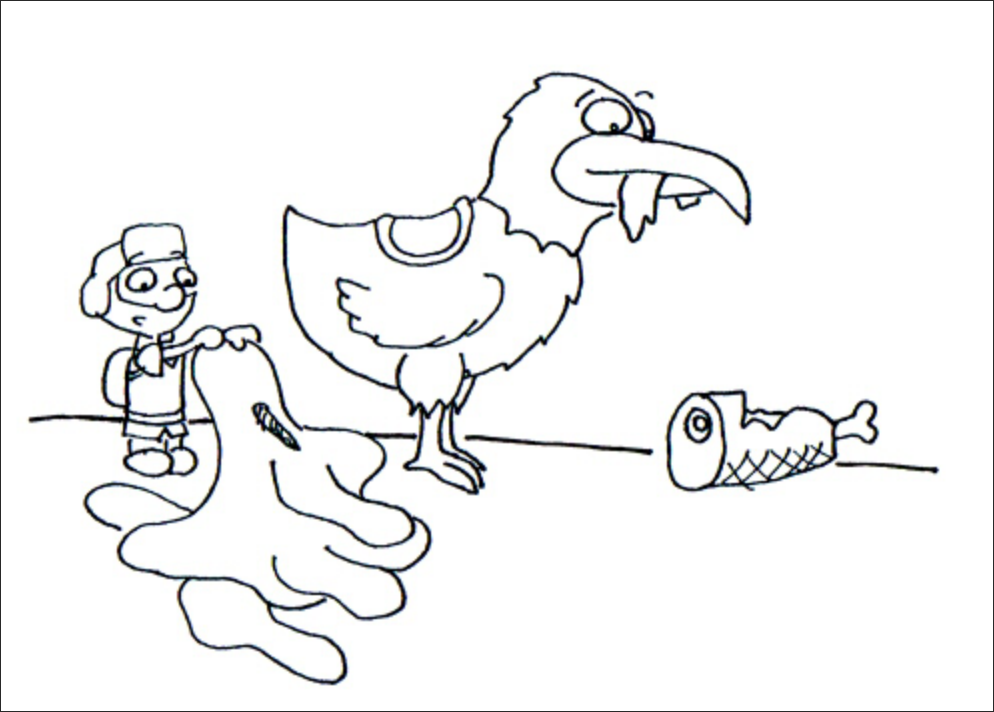
This. And set beast's teeth into jabberer's beak, like additional jaws.

Title: **Re: the peasant dwarf**
Post by: **Ultimuh** on **November 12, 2012, 03:59:24 am**

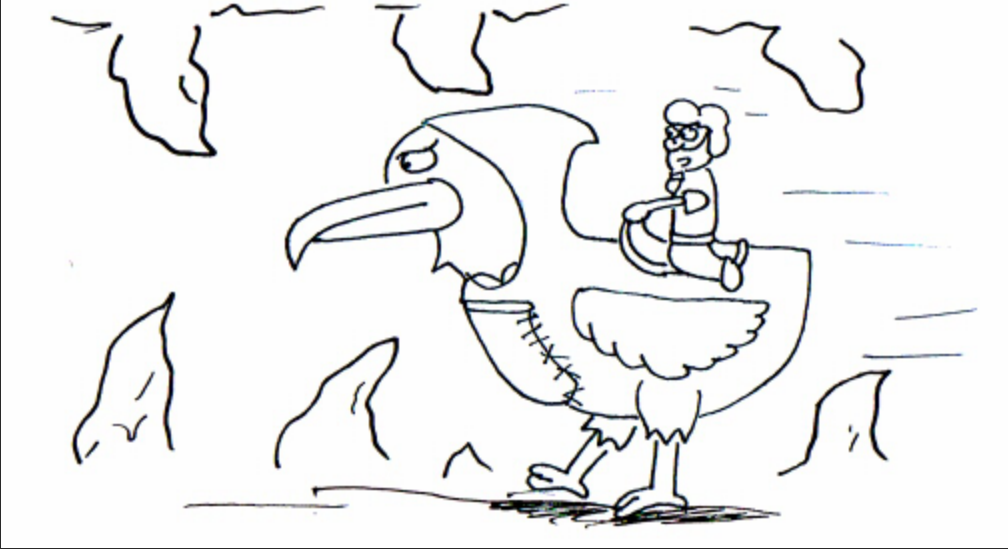
Quote from: peregarrett on November 11, 2012, 11:54:20 pm
Quote from: Uthric on November 11, 2012, 11:23:27 pm
Skin+mount=armored mount
Do it.
And set beast's teeth into jabberer's beak, like additional jaws.

That would most likely cost at least a few fingers.

Title: **Re: the peasant dwarf**
Post by: **Brewster** on **November 12, 2012, 07:51:49 am**



You snag a large tentacle meat chunk and plop it down in front of the beast. You carefully remove it's harness and step backwards. The jabberer quickly pecks it's head forward and rips a piece of meat quickly off and begins eating it. It's not eating you and it's not fleeing... you've done a good job! You still ponder the large beasts skin though. Then you get an idea! (+1 animal training, +1 tanning, +1 leatherworking)



You make your new mount armor! With a nice pouch in the front so you can have it haul your items. You give it a test run, by jumping on top of the newly armored bird and it bolts with you holding on for dear life! It swerves between rocks and cavern trees. You can barely hold on, the bird is so quick. How are you going to stop this dumb bird?

Spoiler: [INVENTORY](#) (click to show/hide)
deer leather cap, head
pig tail fiber shirt, body
wolf leather armor, body
armadillo leather trousers, legs
sheep wool shoes, feet
Touch of Delayed Sickness, right hand first finger

Mount Pouch
- cave spider silk backpack
- - gold coins [20]
- - Mountainhome map
- - iron dagger
- - granite bracelet
- - yak meat [2]
- - WallPoke The Bone of Terror
- - Sparklegem
- - Heavyfeather the merchant of rope

Spoiler: [STATS](#) (click to show/hide)
Name: 🐼

hunger: 7/7
thirst: 5/7
energy: 5/7
happiness: 6/7

10 runesmith
10 mining
4 bonecrafting
2 engraver
2 stonecrafting
2 butcher
1 tanning
1 leatherworking
3 ambusher
1 animal training
9 fighting
3 observer
9 dodge

Friends: lizard man
Nemesis: drunkard : stark raving mad

Title: **Re: the peasant dwarf**
Post by: **peregarrett** on **November 12, 2012, 08:14:21 am**

Imitate bird's shriek! Try various tones and sequences.

Title: **Re: the peasant dwarf**
Post by: **AutomataKittay** on **November 12, 2012, 08:24:19 am**

Pull on the hood and hold on for your life!

If you can get the hood back, get in it and wait out the mad dash!

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 12, 2012, 09:36:03 am**

climb as close to its ear as possible and tell it that itll get meat if it stops.

then put the harness on. and make it easier for us not to fall off.

Title: **Re: the peasant dwarf**
Post by: **IronTomato** on **November 12, 2012, 10:00:21 am**

"Woah, birdy!"

Title: **Re: the peasant dwarf**
Post by: **Uthric** on **November 12, 2012, 12:44:22 pm**

Look for.rare.ores.as.you race past.

Title: **Re: the peasant dwarf**
Post by: **Ultimuh** on **November 12, 2012, 01:19:06 pm**

Quote from: Uthric on November 12, 2012, 12:44:22 pm
Look for.rare.ores.as.you race past.

Make sure to memorise possible waypoints so you rememeber where they are.

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 12, 2012, 01:20:14 pm**

and feed the big bird.
not feat or fead...

Title: **Re: the peasant dwarf**
Post by: **Jellycat12** on **November 12, 2012, 01:21:11 pm**

Cover its eyes?

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 12, 2012, 01:24:03 pm**

Quote from: Jellycat12 on November 12, 2012, 01:21:11 pm
Cover its eyes?

YES! then when its stopped make something that will cover its eyes!

Title: **Re: the peasant dwarf**
Post by: **tomio175** on **November 12, 2012, 03:25:15 pm**

Quote from: Jellycat12 on November 12, 2012, 01:21:11 pm
Cover its eyes?

+1

Title: **Re: the peasant dwarf**
Post by: **IronTomato** on **November 12, 2012, 05:41:30 pm**

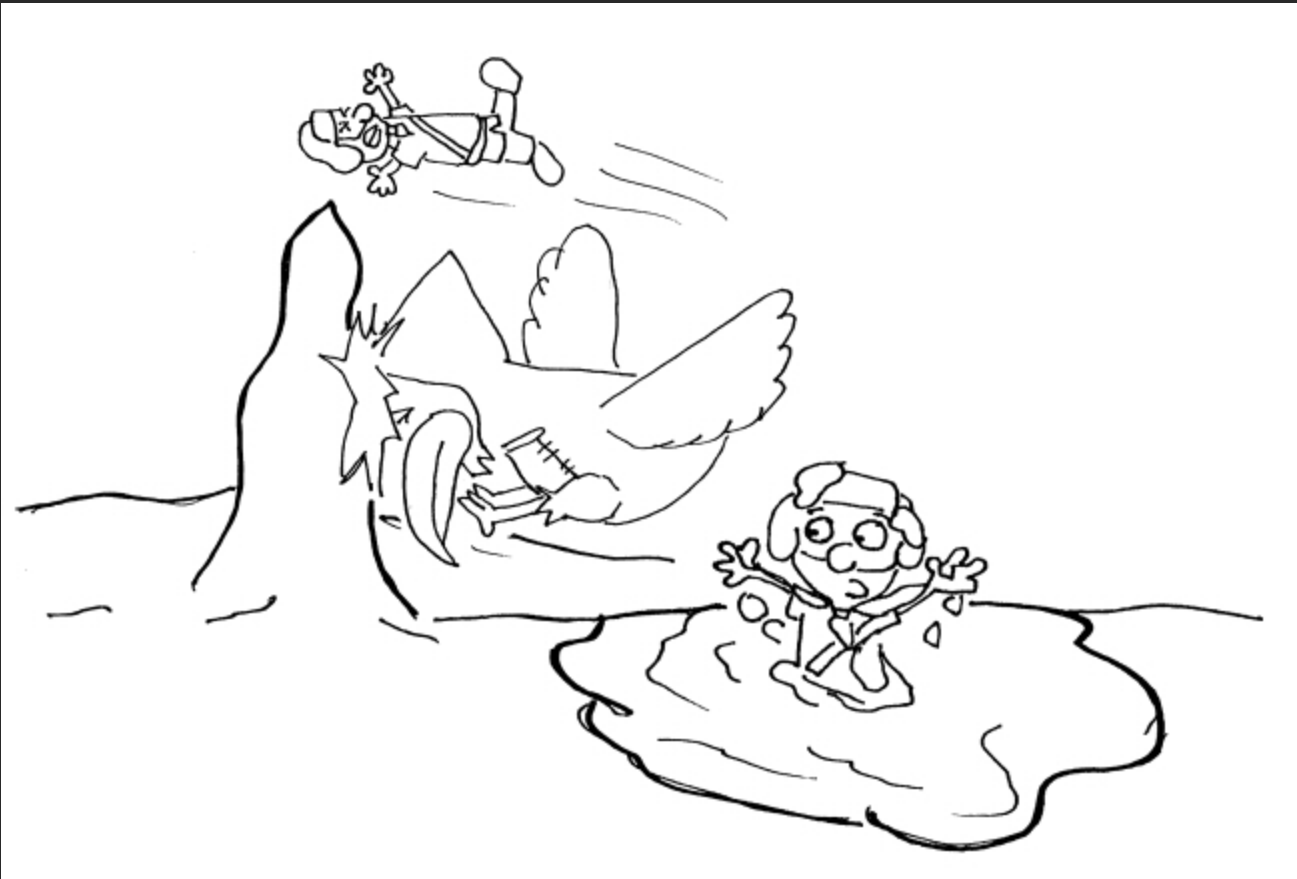
Quote from: tomio175 on November 12, 2012, 03:25:15 pm
Quote from: Jellycat12 on November 12, 2012, 01:21:11 pm
Cover its eyes?
+1

+1, but be prepared for it to hit something.

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **November 12, 2012, 05:45:19 pm**

Just make a damn bridle, or halter, or whatever. You have a lot of leather to work with, invent something. It'll be a bit difficult, arguably you may be the first dwarf ever to ride an animal :D

Title: **Re: the peasant dwarf**
Post by: **Brewster** on **November 12, 2012, 06:24:43 pm**



You place your hands in front of the birds eyes to try to slow him down. Bad idea...
Your mount smacks square into a stalagmite and sends you soaring. You land in a big pile of, what you hope is mud, but the smell sure doesn't make you believe it's mud. You're covered in who-knows-what, with a hurt mount, broken pride, and a tad lost, great! (Riding +1)

Title: **Re: the peasant dwarf**
Post by: **Ultimuh** on **November 12, 2012, 06:26:07 pm**

Great.. we lost our mount..
We should have taken the chest as I suggested.

Title: **Re: the peasant dwarf**
Post by: **NAV** on **November 12, 2012, 06:33:42 pm**

He said hurt, not dead Ultimuh.
Nurse the jabberer back to health, then it might respect and obey the dwarf (what is his name?) more.

Title: **Re: the peasant dwarf**
Post by: **Jellycat12** on **November 12, 2012, 06:35:18 pm**

[Quote from: NAV on November 12, 2012, 06:33:42 pm](#)
He said hurt, not dead Ultimuh.
Nurse the jabberer back to health, then it might respect and obey the dwarf (what is his name?) more.

+1

Title: **Re: the peasant dwarf**
Post by: **Ultimuh** on **November 12, 2012, 06:35:47 pm**

Sure it might be find and dandy physically, but we might have rendered it..
brain callenged.. to put it mildly.

Title: **Re: the peasant dwarf**
Post by: **NAV** on **November 12, 2012, 06:43:27 pm**

[Quote from: Ultimuh on November 12, 2012, 06:35:47 pm](#)
Sure it might be find and dandy physically, but we might have rendered it..
brain callenged.. to put it mildly.

It's just a little knock on the noggin. Besides, we don't need it to think, only to run around and kill things.

Title: **Re: the peasant dwarf**
Post by: **Ultimuh** on **November 12, 2012, 06:49:52 pm**

It's brain might be too damaged to even do that.
Ah well, let's see what our (possibly) sadistic DM has in store for us.

Title: **Re: the peasant dwarf**
Post by: **Uthric** on **November 12, 2012, 07:40:21 pm**

Look for stuff to mine near by.

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 12, 2012, 08:24:47 pm**

[Quote from: Jellycat12 on November 12, 2012, 06:35:18 pm](#)
[Quote from: NAV on November 12, 2012, 06:33:42 pm](#)
He said hurt, not dead Ultimuh.
Nurse the jabberer back to health, then it might respect and obey the dwarf (what is his name?) more.
+1

+1 to that...

Title: **Re: the peasant dwarf**
Post by: **rangerplus10** on **November 13, 2012, 03:28:40 am**

[Quote from: NAV on November 12, 2012, 06:43:27 pm](#)
[Quote from: Ultimuh on November 12, 2012, 06:35:47 pm](#)
Sure it might be find and dandy physically, but we might have rendered it..
brain callenged.. to put it mildly.
It's just a little knock on the noggin. Besides, we don't need it to think, only to run around and kill things.

Just a little knock... :)

Also, one question for Brewster, are you still drawing the 2012 dwarf comics?

Title: **Re: the peasant dwarf**
Post by: **AutomataKittay** on **November 13, 2012, 05:02:51 am**

[Quote from: Aseaheru on November 12, 2012, 08:24:47 pm](#)
[Quote from: Jellycat12 on November 12, 2012, 06:35:18 pm](#)
[Quote from: NAV on November 12, 2012, 06:33:42 pm](#)
He said hurt, not dead Ultimuh.
Nurse the jabberer back to health, then it might respect and obey the dwarf (what is his name?) more.
+1
+1 to that...

Feed it some meat and give it petties!

[Quote from: NAV on November 12, 2012, 06:43:27 pm](#)
[Quote from: Ultimuh on November 12, 2012, 06:35:47 pm](#)
Sure it might be find and dandy physically, but we might have rendered it..
brain callenged.. to put it mildly.
It's just a little knock on the noggin. Besides, we don't need it to think, only to run around and kill things.

I think everyone in DF is a bit challenged in general, a bit of brain impact won't hurt much. I suppose?

Title: **Re: the peasant dwarf**
Post by: **Tally** on **November 13, 2012, 05:21:40 am**

And so, the main character (for lack of any better term) became the first dwarf to ever ride an animal. As for the subject of brain damage, why didn't he fasten that bridle back on that bird?

Oh well, better to clean yourself off and learn from this situation: Try hanging the yak meat off of something and holding it just out of the bird's reach to steer it!

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 13, 2012, 02:51:58 pm**

yes and yes.

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **November 13, 2012, 03:15:33 pm**

Quote from: Tally on November 13, 2012, 05:21:40 am

And so, the main character (for lack of any better term) became the first dwarf to ever ride an animal. As for the subject of brain damage, why didn't he fasten that bridle back on that bird?

Oh well, better to clean yourself off and learn from this situation: Try hanging the yak meat off of something and holding it just out of the bird's reach to steer it!

Yes, but how do you stop it?

Title: **Re: the peasant dwarf**
Post by: **Jellycat12** on **November 13, 2012, 03:16:39 pm**

Quote from: Tirion on November 13, 2012, 03:15:33 pm

Quote from: Tally on November 13, 2012, 05:21:40 am

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Oh well, better to clean yourself off and learn from this situation: Try hanging the yak meat off of something and holding it just out of the bird's reach to steer it!

Yes, but how do you stop it?

Let it have the meat.

Title: **Re: the peasant dwarf**
Post by: **IronTomato** on **November 13, 2012, 03:30:49 pm**

Quote from: Jellycat12 on November 13, 2012, 03:16:39 pm

Quote from: Tirion on November 13, 2012, 03:15:33 pm

Quote from: Tally on November 13, 2012, 05:21:40 am

And so, the main character (for lack of any better term) became the first dwarf to ever ride an animal. As for the subject of brain damage, why didn't he fasten that bridle back on that bird?

Oh well, better to clean yourself off and learn from this situation: Try hanging the yak meat off of something and holding it just out of the bird's reach to steer it!

Yes, but how do you stop it?

Let it have the meat.

Yes. And as it starts moving and stopping, say "Go" and "Stop" or something similar, so that the bird's hopefully intact brain will associate those words with their respective actions. Like training a dog.

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 13, 2012, 03:56:56 pm**

i still dont understand why it did not stop right away when we covered its eyes...

Title: **Re: the peasant dwarf**
Post by: **Jellycat12** on **November 13, 2012, 04:00:19 pm**

Quote from: Aseaheru on November 13, 2012, 03:56:56 pm

i still dont understand why it did not stop right away when we covered its eyes...

So do I. The reason I suggested that was because animals generally stop when they can't see. ::)

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 13, 2012, 04:01:12 pm**

yep. i was thinking ostrich.

Title: **Re: the peasant dwarf**
Post by: **AutomataKittyay** on **November 13, 2012, 04:06:32 pm**

Quote from: Jellycat12 on November 13, 2012, 04:00:19 pm

Quote from: Aseaheru on November 13, 2012, 03:56:56 pm

i still dont understand why it did not stop right away when we covered its eyes...

So do I. The reason I suggested that was because animals generally stop when they can't see. ::)

My experience's more toward side of animals flailing and trying to get whatever's fallen on them off. It's pretty much the more lazy and trained animals that stops. Animals do tend to stop if they're shocked with bright lights, though :D

Plus from sound of it, it was already dashing all out and ran into the thing right as it got covered.

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 13, 2012, 04:14:56 pm**

ostriches stop when they cant see...

Title: **Re: the peasant dwarf**
Post by: **Ultimuh** on **November 13, 2012, 04:47:36 pm**

This is not an ostrich!
Besides, real life does not always go well with forum RPGs.
Hope that cleared it up.

edit: Also, what the DM says goes, not wise for players to argue against a DM.

Title: **Re: the peasant dwarf**
Post by: **Scruffy** on **November 13, 2012, 04:54:25 pm**

Quote from: Aseaheru on November 13, 2012, 04:14:56 pm

ostriches stop when they cant see...

Thanks. Now when ever I see a jabberer tormenting dorfs in the cavern I can't help but to think of ostriches pecking on my dwarves.

Title: **Re: the peasant dwarf**
Post by: **Jellycat12** on **November 13, 2012, 04:55:42 pm**

Quote from: Scruffy on November 13, 2012, 04:54:25 pm
Quote from: Aseaheru on November 13, 2012, 04:14:56 pm
ostriches stop when they cant see...
Thanks. Now when ever I see a jabberer tormenting dorfs in the cavern I can't help but to think of ostriches pecking on my dwarves.
Heheh. That isn't that far fetched.

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 13, 2012, 05:00:48 pm**

but... ostriches dont notice whats under them!

Title: **Re: the peasant dwarf**
Post by: **IronTomato** on **November 13, 2012, 05:17:40 pm**

Why are we talking about ostriches? And rationality?

Title: **Re: the peasant dwarf**
Post by: **Ultimuh** on **November 13, 2012, 05:30:33 pm**

Quote from: IronTomato on November 13, 2012, 05:17:40 pm
Why are we talking about ostriches? And rationality?
That's my question as well.

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **November 13, 2012, 05:47:32 pm**

Quote from: Aseaheru on November 13, 2012, 05:00:48 pm
but... ostriches dont notice whats under them!

Ostriches are herbivores living on plains. This thing is a terror bird who ate all his vegetables as a kid, and lives in a cave. Sight may not be it's dominant sense.

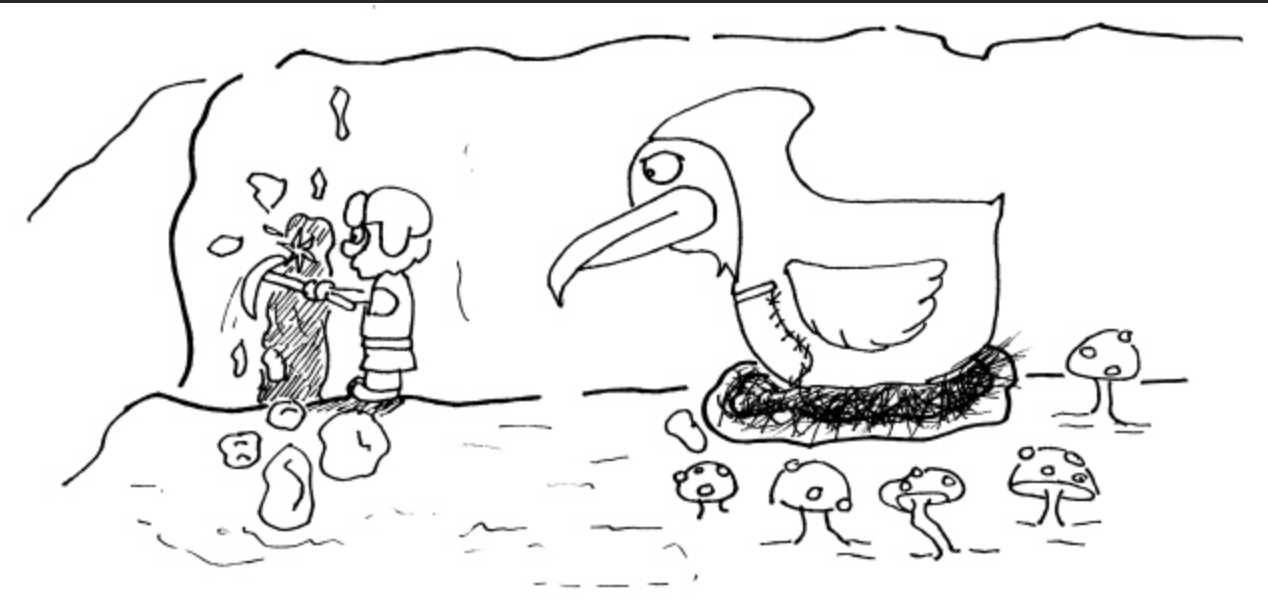
Title: **Re: the peasant dwarf**
Post by: **IronTomato** on **November 13, 2012, 08:50:34 pm**

Quote from: Ultimuh on November 13, 2012, 05:30:33 pm
Quote from: IronTomato on November 13, 2012, 05:17:40 pm
Why are we talking about ostriches? And rationality?
That's my question as well.
It looks like we're the only irrational ones here. We're in it together, now.

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 13, 2012, 08:53:32 pm**

but.. im irrational too!

Title: **Re: the peasant dwarf**
Post by: **Brewster** on **November 14, 2012, 07:39:00 am**



You quickly rise to your feet and begin assessing the situation. You then give a hearty chuckle echoing off the walls when you think to yourself how quickly you were traveling and how nothing could stop instantly... why you covered his eyes moments before a stalagmite Armok only knows. You clean yourself off and check on your mount. He seems fine, just a little dazed. You think this is an opportune time to go mining of course, you're fairly certain your close the the silver vein the Leader was talking about. You begin to dig and the jabberer somehow finds straw, moss, and grass and builds a nest while it watches you strike the earth. (+3 silver ore)

Title: **Re: the peasant dwarf**
Post by: **Scruffy** on **November 14, 2012, 07:44:21 am**

Aww, crud. This can only mean one thing:
When you return you will notice that the jabberer refuses to move from its nest and soo notice a large egg.. The bird won't most likely allow us to take it or leave without it ::)

Title: **Re: the peasant dwarf**
Post by: **Ultimuh** on **November 14, 2012, 07:44:41 am**

Pick some of thsoe mushrooms when you are done mining.
They seem kinda useful.

Title: **Re: the peasant dwarf**
Post by: **rangerplus10** on **November 14, 2012, 11:29:52 am**

Cover the Jabberes eyes and fry the egg for food.

Title: **Re: the peasant dwarf**
Post by: **Jellycat12** on **November 14, 2012, 11:36:23 am**

Quote from: Ultimuh on November 14, 2012, 07:44:41 am

Pick some of thsoe mushrooms when you are done mining.
They seem kinda useful.

+1

Title: **Re: the peasant dwarf**
Post by: **AutomataKittay** on **November 14, 2012, 11:44:22 am**

Like above, get those mushrooms! And check on Jabberer, look to see if there're any more shinies to dig out if the Jabberer's laid a egg!

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 14, 2012, 04:07:05 pm**

+1

Title: **Re: the peasant dwarf**
Post by: **IronTomato** on **November 14, 2012, 04:16:47 pm**

Quote from: AutomataKittay on November 14, 2012, 11:44:22 am

Like above, get those mushrooms! And check on Jabberer, look to see if there're any more shinies to dig out if the Jabberer's laid a egg!

Quote from: Jellycat12 on November 14, 2012, 11:36:23 am

Quote from: Ultimuh on November 14, 2012, 07:44:41 am

Pick some of thsoe mushrooms when you are done mining.
They seem kinda useful.

+1

+1. Also, hug the jabberer 'n' stuff so that it knows we love it.

Quote from: Aseaheru on November 13, 2012, 08:53:32 pm

but.. im irrational too!

I have a new signature. :o

Title: **Re: the peasant dwarf**
Post by: **NAV** on **November 14, 2012, 04:18:34 pm**

A baby jabberer would be awesome! It could live in the beard. How big is a baby jabberer?
Search for gems, for the runesmithing.

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 14, 2012, 04:20:24 pm**

Quote from: IronTomato on November 14, 2012, 04:16:47 pm

I have a new signature. :o

yays!

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **November 14, 2012, 04:34:42 pm**

A baby could be raised to be very well traines indeed. And it should be about as big as an elephant calf, but someone should check the
raws to make sure.

Title: **Re: the peasant dwarf**
Post by: **IronTomato** on **November 14, 2012, 04:36:28 pm**

If it can't fit in the beard, it can always just ride on its mom's back.
Wait, our jabberer is female? If it hasn't layed an egg yet, how do we know?

Title: **Re: the peasant dwarf**
Post by: **Jellycat12** on **November 14, 2012, 04:37:15 pm**

How do we even know it didn't just make a nest to sit in?

Title: **Re: the peasant dwarf**
Post by: **tomio175** on **November 14, 2012, 05:05:22 pm**

Or we put it in the pouch?

Title: **Re: the peasant dwarf**
Post by: **IronTomato** on **November 14, 2012, 05:09:05 pm**

If there's a baby, it could go in the pouch, yah.

By the way, is it just me or does the jabberer look sad?

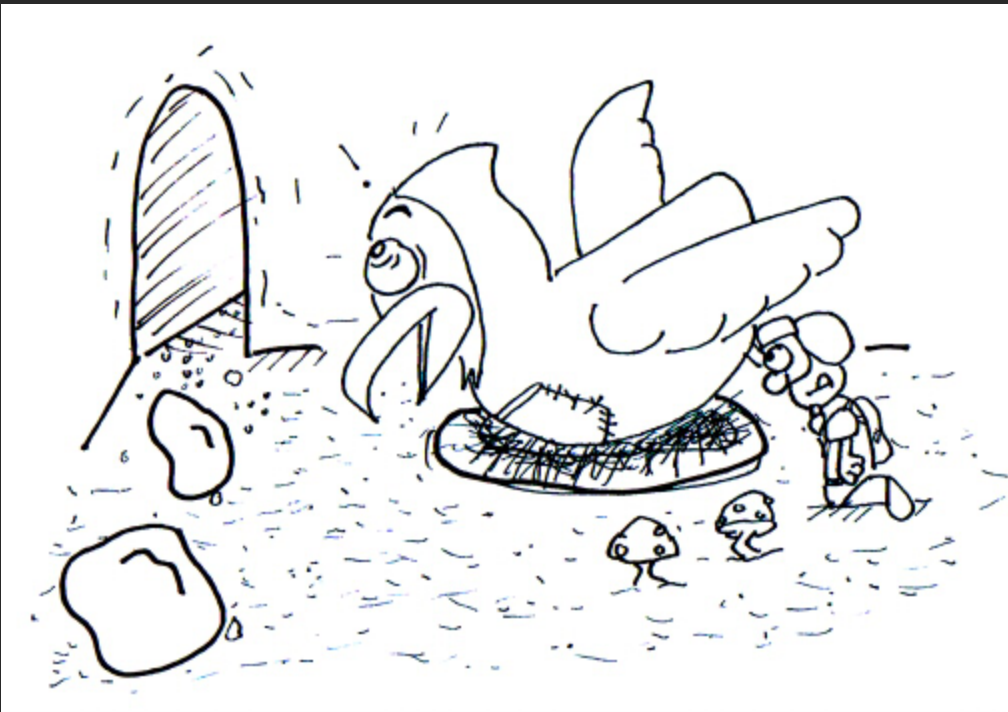
Title: **Re: the peasant dwarf**
Post by: **Jellycat12** on **November 14, 2012, 05:10:23 pm**

It looks sad. :(

Title: **Re: the peasant dwarf**
Post by: **IronTomato** on **November 14, 2012, 05:16:04 pm**

It deserves a:
"Who's a good birdy! You are! Yes you are!"
...*ahem.*

Title: **Re: the peasant dwarf**
Post by: **Brewster** on **November 15, 2012, 08:03:11 am**



You pluck a few mushrooms and stuff them in your pack. Then you continue to mine gathering more stone and silver ore. Then a thought hits you, baby jabberers!!! You sequel in excitement and hop around to the business end of your mount. You prop it's hindquarters in the air and check... no eggs, and you're pretty sure it's a boy. Drat! You think to yourself that you REALLY need to come up with a plan besides probing helpless animals. (+2 silver ore, +3 plump helmet)

Title: **Re: the peasant dwarf**
Post by: **Ultimuh** on **November 15, 2012, 08:09:31 am**

Really? REALLY?

Title: **Re: the peasant dwarf**
Post by: **Uthric** on **November 15, 2012, 08:43:08 am**

Well time to check your map.

Title: **Re: the peasant dwarf**
Post by: **Scruffy** on **November 15, 2012, 09:38:40 am**

Quote from: Brewster on November 15, 2012, 08:03:11 am
you're pretty sure it's a boy.

Lies. Males don't claim nextboxes.
Surely the egg is just stuck in the cloaca

Title: **Re: the peasant dwarf**
Post by: **AutomataKittay** on **November 15, 2012, 09:40:24 am**

:D
Look to see if there're more mushrooms to grab up and get them. Look for more stuff to dig out. Then try taking the jabberer for a ride again!

And see if you can find where you are on the map, too.

Title: **Re: the peasant dwarf**
Post by: **Ultimuh** on **November 15, 2012, 09:53:11 am**

Quote from: Scruffy on November 15, 2012, 09:38:40 am
Quote from: Brewster on November 15, 2012, 08:03:11 am
you're pretty sure it's a boy.
Lies. Males don't claim nextboxes.
Surely the egg is just stuck in the cloaca
It MADE a nest, it didn't CLAIM any.

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 15, 2012, 03:35:06 pm**

besides, its not in a box.

Title: **Re: the peasant dwarf**
Post by: **IronTomato** on **November 15, 2012, 04:52:43 pm**

How is the peasant lifting up that jabberer with one hand?
Anywho, we need something to do. Hunt around for interesting shinies and such that may be useful.

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **November 15, 2012, 05:29:28 pm**

Quote from: IronTomato on November 15, 2012, 04:52:43 pm
How is the peasant lifting up that jabberer with one hand?
Anywho, we need something to do. Hunt around for interesting shinies and such that may be useful.

He urges it to rise by pushing something... sensitive. Just look at it's eyes :-X

Title: **Re: the peasant dwarf**
Post by: **anthony62490** on **November 16, 2012, 01:13:22 am**

Can't help but notice that our inventory has no booze in it. It's only a matter of time before the hangover wears off, so we should probably scope out the area and try to find an exit.
Even if we decide to set up shop down here, it would be smart to know where the exit is.

Title: **Re: the peasant dwarf**
Post by: **IronTomato** on **November 16, 2012, 07:41:28 am**

Adventurers don't need alcohol. At least I don't think so.

Title: **Re: the peasant dwarf**
Post by: **Tally** on **November 16, 2012, 08:28:07 am**

[Quote from: IronTomato on November 16, 2012, 07:41:28 am](#)
Adventurers don't need alcohol. At least I don't think so.

Nonsense. Every dwarf needs booze. It's a basic necessity of Dwarven life.

In fact, look at that, plump helmets. Our nameless bearded adventurer should ferment that. Actually, let's pull that citrine out of our ring and runesmith strength onto this new drink, too. Only the strongest alcohol is worth drinking.

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **November 16, 2012, 10:28:46 am**

I think you should camp there until you mine out the ore vein and any gems you find. Digging a supply depot/shelter there would also be a good idea, if you end up with more stuff you and the bird can carry. Or just put a stone door in a chokepoint in the mined out vein, and hoard stuff inside. Including some rock pots with mushrooms inside, some to be stored, some to be fermented. You could use this as a fallback point if you need to rest in the general area.

Title: **Re: the peasant dwarf**
Post by: **Deon** on **November 16, 2012, 10:46:49 am**

That's one baby jabberer. You know that those grow as high as cavern ceiling, right? :P

Title: **Re: the peasant dwarf**
Post by: **IronTomato** on **November 16, 2012, 11:26:25 am**

[Quote from: Deon on November 16, 2012, 10:46:49 am](#)
That's one baby jabberer. You know that those grow as high as cavern ceiling, right? :P
That's pretty cool.
Also, the DF wiki says jabberers are wingless.

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 16, 2012, 04:16:52 pm**

it may have useless wings... and just run...

Title: **Re: the peasant dwarf**
Post by: **Jellycat12** on **November 16, 2012, 04:17:41 pm**

It's called a flightless bird. There are plenty of those.

Title: **Re: the peasant dwarf**
Post by: **Cinder** on **November 17, 2012, 12:15:02 am**

I just think that jabberers are like cave chocobos.



I mean seriously look at their uncanny resemblance.

Title: **Re: the peasant dwarf**
Post by: **NAV** on **November 17, 2012, 12:20:31 am**

I always imagined them with beaks shaped like axes. Don't know why.

Title: **Re: the peasant dwarf**
Post by: **anthony62490** on **November 17, 2012, 03:15:59 am**

I always figured that Jabberers looked like this.

[Spoiler](#) (click to show/hide)



Minus the vest, it would have made an awesome mount.

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **November 17, 2012, 04:13:03 am**

I thought they look like this one:



Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 17, 2012, 10:14:21 am**

i see.im with NAV.

Title: **Re: the peasant dwarf**
Post by: **anthony62490** on **November 17, 2012, 07:18:03 pm**

Well, no matter what it looks like, we're stuck with it for now.

If we ever want to find more runes, we'll need to either find an exit, or see if the Lizardmen have any temples or buildings of some sort (doubtful). Maybe the Lizardmen have some sort of spiritual leader?

Title: **Re: the peasant dwarf**
Post by: **Ultimuh** on **November 17, 2012, 08:36:36 pm**

1. Dig a decent-sized room.
2. Build a still inside with some of the stone mined.
3. uuh.. Barrels???
4. Profit!

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 17, 2012, 08:50:26 pm**

why not pots? we have stone and the skill, and they are just as good as barrels, AND they look better.

Title: **Re: the peasant dwarf**
Post by: **Ultimuh** on **November 17, 2012, 08:51:39 pm**

Quote from: Aseaheru on November 17, 2012, 08:50:26 pm
why not pots? we have stone and the skill, and they are just as good as barrels, AND they look better.

1. Dig a decent-sized room.
2. Build a still inside with some of the stone mined.
3. Build a crafting table.
4. Make pots.
5. Profit! (Or at least we skill up.)

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 17, 2012, 08:54:51 pm**

yep. and more things to make into runified special things.

Title: **Re: the peasant dwarf**
Post by: **anthony62490** on **November 17, 2012, 09:11:38 pm**

Quote from: Aseaheru on November 17, 2012, 08:54:51 pm
yep. and more things to make into runified special things.

Pot with Weakening Rune = Beer that will knock you flat on your ass!

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 17, 2012, 09:12:47 pm**

i meant stone crafts...

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **November 18, 2012, 06:50:08 am**

Quote from: anthony62490 on November 17, 2012, 09:11:38 pm
Quote from: Aseaheru on November 17, 2012, 08:54:51 pm
yep. and more things to make into runified special things.
Pot with Weakening Rune = Beer that will knock you flat on your ass!

Pot with strenghtening rune= Asterix and Obelix's potion?

Title: **Re: the peasant dwarf**
Post by: **Brewster** on **November 18, 2012, 12:34:19 pm**



You continue to mine out the the silver vein. You make a small room from your work, and began to feel parched. Needing some booze you set-up a makeshift still and start mashing all the plump helmets into wine. Crafting a stone pot you capture your brew. You take a big swig of your concoction and feel the inebriation fill your cheeks, a good feeling! (+1 brewing, +1 mining)

Spoiler: INVENTORY (click to show/hide)
Your Person
deer leather cap, head
pig tail fiber shirt, body
wolf leather armor, body
armadillo leather trousers, legs
sheep wool shoes, feet
Touch of Delayed Sickness, right hand first finger
Heavyfeather the merchant of rope, right hand
large dacite pot, hauling
- dwarven wine [15]

Mount Pouch
cave spider silk backpack
- gold coins [20]
- Mountainhome map
- iron dagger
- granite bracelet
- yak meat [2]
- WallPoke The Bone of Terror
- Sparklegem
silver ore [10]

Spoiler: STATS (click to show/hide)
Name: 🙄

hunger: 5/7
thirst: 7/7
energy: 3/7
happiness: 5/7

11 mining
10 runesmith
4 bonecrafting
2 engraver
2 stonecrafting
2 butcher
1 tanning
1 brewing
1 leatherworking
1 animal training
3 ambusher
9 fighting
3 observer
9 dodge
1 riding

Friends: lizard man
Nemesis: drunkard : stark raving mad

Title: **Re: the peasant dwarf**
Post by: **Ultimuh** on **November 18, 2012, 12:36:17 pm**

~~Will it be too much to ask for to show the current set of skills along with the inventory?~~
edit: Request no longer needed. :p

Title: **Re: the peasant dwarf**
Post by: **IronTomato** on **November 18, 2012, 12:59:22 pm**

We should probably get home as soon as we can think of a place to put the jabberer.

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 18, 2012, 01:26:06 pm**

yep. leave jabberer with lizardmen?

Title: **Re: the peasant dwarf**
Post by: **AutomataKittay** on **November 18, 2012, 01:35:46 pm**

We should check the map to see if we can find where anything are.

And where the nearest fortress is.

Title: **Re: the peasant dwarf**
Post by: **Uthric** on **November 18, 2012, 04:41:56 pm**

+2 check map for nearest fort.

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **November 18, 2012, 04:47:50 pm**

Map check, then go to the old fortress you wanted to explore.

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 18, 2012, 05:02:24 pm**

+1 sooo... thats 4 now. and its the only thing proposed.

Title: **Re: the peasant dwarf**
Post by: **Brewster** on **November 18, 2012, 05:03:24 pm**



You check your ma.... oh wait you don't have a map of the area. Just of your mountainhome which will not help you here in the caverns.

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 18, 2012, 05:07:21 pm**

snickers

return to lizards.

Title: **Re: the peasant dwarf**
Post by: **IronTomato** on **November 18, 2012, 05:07:36 pm**

Bu, bu, bu...

Just find the fortress again, and see if someone has a map of the surrounding land that we can borrow.
And then,

Quote from: AutomataKittay on November 18, 2012, 01:35:46 pm

We should check the map to see if we can find where anything are.
And where the nearest fortress is.

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 18, 2012, 05:09:01 pm**

ask the lizards.

Title: **Re: the peasant dwarf**
Post by: **AutomataKittay** on **November 18, 2012, 05:10:00 pm**

Quote from: IronTomato on November 18, 2012, 05:07:36 pm

Bu, bu, bu...

Just find the fortress again, and see if someone has a map of the surrounding land that we can borrow.
And then,
Quote from: AutomataKittay on November 18, 2012, 01:35:46 pm

We should check the map to see if we can find where anything are.

And where the nearest fortress is.

We're probably lost :D

Let's try going back the way we went the best we can. Probably worth trading silver to someone with some maps, assuming we can find our way back.

Well, if not, gather a lot more mushrooms on the way! And if we run across our lizard friends again, we could try asking (not really expecting anything useful, but worth a shot).

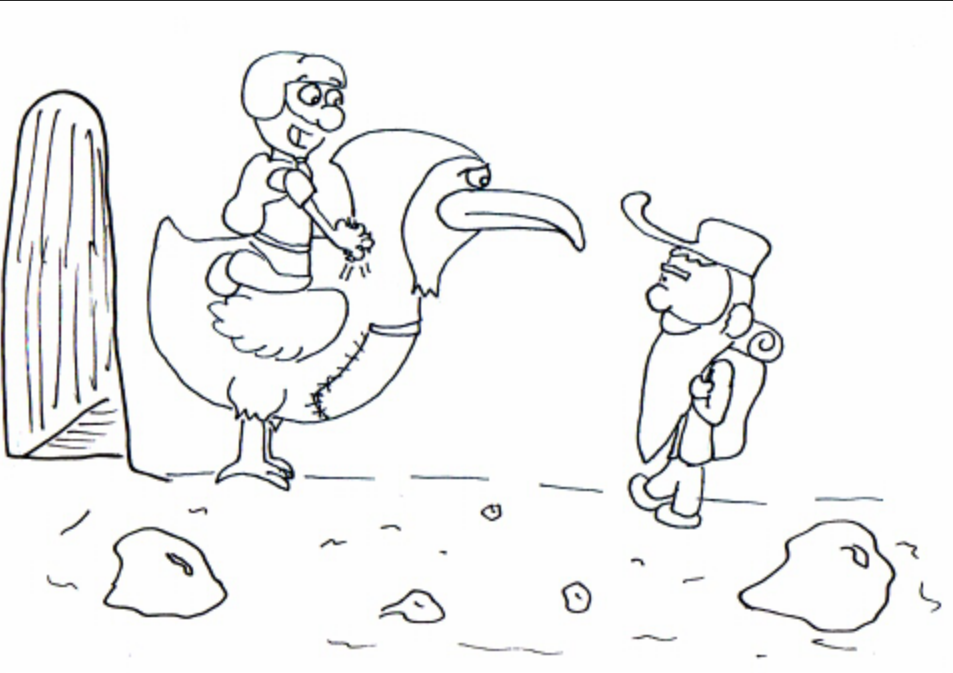
Title: **Re: the peasant dwarf**

Post by: **Aseaheru** on **November 18, 2012, 05:15:51 pm**

just ask the lizards! its on the way to the fort and they probably know where everything is!

Title: **Re: the peasant dwarf**

Post by: **Brewster** on **November 18, 2012, 05:36:06 pm**



You load up and mount your jabberer. Just as you're about to leave your new hovel towards the lizardmen... well, where you THINK the lizardmen are at, a traveling dwarf interrupts you.

"Greetings," the dwarf states, "what a fine mount!"

"Thank you." is the only thing you can think to state.

You awkwardly stare at each other until you remember, "oh yes, sir, do you have a map perchance of the caverns and surrounding areas?"

"Aye, I do! But it will cost you. I'd like your tavern you own there." the traveler states.

"My tavern? What taver... oh yes, my tavern! Well, it's very near and dear to me, I don't think I could just give it away for a simple map!"

"Very well, I'll give you 10% for the profit, deal?"

"Deal!"

You provide him with the left over plump helmets and the seeds.

"Excellent, here's your map!" he says as he hands you a tattered old map.

You see an old lizardman fort to the north a half a days ride. You see the old dwarf fortress two days ride to the west. You see a jabberers nest half day ride to the east. The underground royal highway is half a days ride to the northeast, and will take you quickly to other dwarven forts.

Title: **Re: the peasant dwarf**

Post by: **Ultimuh** on **November 18, 2012, 05:38:04 pm**

Wait, so we traded our.. "tavern" but get's an annual 10% of the profits? Not bad..

Title: **Re: the peasant dwarf**

Post by: **Brewster** on **November 18, 2012, 05:51:47 pm**



You lay the map on the ground and ponder where you want to travel next. Or if you want to travel at all. The world is your oyster.

Title: **Re: the peasant dwarf**

Post by: **Scruffy** on **November 18, 2012, 05:55:09 pm**

Head to the old fort. We can explore the rest later on. Lets try to concentrate on one task at a time

Title: **Re: the peasant dwarf**

Post by: **Ultimuh** on **November 18, 2012, 05:56:09 pm**

With the recent success of "selling" our "tavern", at least we should consider a possible future in real estate.

Or.. something similar.

Title: **Re: the peasant dwarf**
Post by: **IronTomato** on **November 18, 2012, 06:21:20 pm**

Quote from: Ultimuh on November 18, 2012, 05:56:09 pm

With the recent success of "selling" our "tavern",
at least we should consider a possible future in real estate.
Or.. something similar.

+1.5
I don' really have anything else to say, besides that our mount still looks bored... we should teach it some tricks or something.

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **November 18, 2012, 06:22:43 pm**

Wait. Lizardman **fort**? Someone stole your uplifting idea!

Title: **Re: the peasant dwarf**
Post by: **AutomataKittay** on **November 18, 2012, 06:24:59 pm**

:D

I predict a successful nowhere business!

Let's stalk to the old fort, pick up all the shrooms on the way and anything shiny!

And don't forget to figure out how to hunt wild critter to feed our Jabberer when our meat stock runs out!

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 18, 2012, 06:38:15 pm**

go to fort, look for runes, later go back to "tavern" and improve it.

Title: **Re: the peasant dwarf**
Post by: **Scruffy** on **November 18, 2012, 06:48:22 pm**

Quote from: Aseaheru on November 18, 2012, 06:38:15 pm

go to fort, look for runes, later go back to "tavern" and improve it.

Could be a good business.
We explore and learn and then return to further upgrade and improve the tavern. The tavern dwarf pays for the improvements and gives a cut of the profits. We use the money to make more adventures.

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 18, 2012, 06:53:07 pm**

we improve it and it pays more. how hard is it to build a road to it?

Title: **Re: the peasant dwarf**
Post by: **Uthric** on **November 18, 2012, 07:24:11 pm**

+1 old fort and don't forget to bring some drinks.

Title: **Re: the peasant dwarf**
Post by: **rangerplus10** on **November 19, 2012, 03:30:55 am**

Quote from: Uthric on November 18, 2012, 07:24:11 pm

+1 old fort and don't forget to bring some drinks.

+1 To that.

Title: **Re: the peasant dwarf**
Post by: **peregarrett** on **November 19, 2012, 03:35:50 am**

I'm for lizard fort.
Make yourself a tail from leather, paint your face - or make a lizard mask! Pretend to be a lizardman. Mute lizardmen, you can explain with gestures only.

Title: **Re: the peasant dwarf**
Post by: **Uthric** on **November 19, 2012, 08:19:07 am**

+1 go to the old fort for loots and runes then back to are tavern and revive free coins.

Then go to the bird spot to see why are mounts so sad.

Title: **Re: the peasant dwarf**
Post by: **Tally** on **November 19, 2012, 08:47:11 am**

Quote from: peregarrett on November 19, 2012, 03:35:50 am

I'm for lizard fort.
Make yourself a tail from leather, paint your face - or make a lizard mask! Pretend to be a lizardman. Mute lizardmen, you can explain with gestures only.

I like this idea. Make it happen.

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **November 19, 2012, 09:31:04 am**

I still can't believe there is a lizardman fortress. The lizard people evolved? They used to eat flies and lick their eyes.

And they still use wooden spears and wear only loinclothes.



Title: **Re: the peasant dwarf**
Post by: **anthony62490** on **November 19, 2012, 01:18:15 pm**

I'd say we go back home and stock up on supplies. Then we should go to the Old Fortress and explore for magic runes.
Maybe we can trade the silver for some light armor for our bird?

Title: **Re: the peasant dwarf**
Post by: **rangerplus10** on **November 20, 2012, 02:40:11 am**

Quote from: anthony62490 on November 19, 2012, 01:18:15 pm
I'd say we go back home and stock up on supplies. Then we should go to the Old Fortress and explore for magic runes.
Maybe we can trade the silver for some light armor for our bird?
We definitely need a helmet for the bird. :)

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **November 20, 2012, 12:05:40 pm**

Quote from: rangerplus10 on November 20, 2012, 02:40:11 am
Quote from: anthony62490 on November 19, 2012, 01:18:15 pm
I'd say we go back home and stock up on supplies. Then we should go to the Old Fortress and explore for magic runes.
Maybe we can trade the silver for some light armor for our bird?
We definitely need a helmet for the bird. :)

For the dwarf too.

Title: **Re: the peasant dwarf**
Post by: **Brewster** on **November 21, 2012, 12:29:34 pm**



You decied to make off towards the old dwarf fortress in search of more runes.
You roll up your map and before you can even place it in your pack a racoon steals it!!
He's quick bugger, you could probably have your jabberer catch up with him, or you could just let the cute little guy go, it's only a map.

Title: **Re: the peasant dwarf**
Post by: **Beenoc** on **November 21, 2012, 12:42:26 pm**

Just a map? JUST A MAP?! THE INSOLENT FOOL DARE STEAL FROM US. KILL IT AND DEVOUR IT'S HEART!

Title: **Re: the peasant dwarf**
Post by: **Ultimuh** on **November 21, 2012, 12:49:11 pm**

Chase it and see where it leads you.

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **November 21, 2012, 01:31:04 pm**

Sic the bird on it, and hope it doesn't eat the map too. If it turns out to be a pet too, you can conveniently deny all involvement.
And it's probably a pet, with that bandana on it's head. But is it a dwarf's pet? :o

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 21, 2012, 01:48:57 pm**

follow, with jabberer trying to eat raccoon.

Title: **Re: the peasant dwarf**
Post by: **anthony62490** on **November 21, 2012, 02:27:31 pm**

Imagine the possibilities of having a pet raccoon. We could train it to steal shineys and bring them back. :)

I say we follow it and possibly attempt to capture it.

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 21, 2012, 02:33:20 pm**

if it resists capture tell the jabberer to go have lunch. i.e. it.

Title: **Re: the peasant dwarf**
Post by: **1freeman** on **November 21, 2012, 02:35:27 pm**

Quote from: anthony62490 on November 21, 2012, 02:27:31 pm
Imagine the possibilities of having a pet raccoon. We could train it to steal shineys and bring them back. :)
I say we follow it and possibly attempt to capture it.

+1

Title: **Re: the peasant dwarf**
Post by: **AutomataKittay** on **November 21, 2012, 02:41:47 pm**

Quote from: 1freeman on November 21, 2012, 02:35:27 pm
Quote from: anthony62490 on November 21, 2012, 02:27:31 pm
Imagine the possibilities of having a pet raccoon. We could train it to steal shineys and bring them back. :)
I say we follow it and possibly attempt to capture it.
+1

+1 for me too. All else failing, feed it to our jabberer!

Title: **Re: the peasant dwarf**
Post by: **IronTomato** on **November 21, 2012, 02:52:52 pm**

Quote from: AutomataKittay on November 21, 2012, 02:41:47 pm
Quote from: 1freeman on November 21, 2012, 02:35:27 pm
Quote from: anthony62490 on November 21, 2012, 02:27:31 pm
Imagine the possibilities of having a pet raccoon. We could train it to steal shineys and bring them back. :)
I say we follow it and possibly attempt to capture it.
+1
+1 for me too. All else failing, feed it to our jabberer!
+1. Grab it and try to get the map back.

Title: **Re: the peasant dwarf**
Post by: **Brewster** on **November 21, 2012, 03:21:05 pm**



You leap onto your mount and spur him into a full sprint. You start gaining on the little thief! The raccoon weaves in and out of boulders and underground trees. You finally come to a clearing but your mount slams on the breaks. You sit atop a hill and see a small odd underground raccoon village? It seems to be made of odds and ins of stolen items. Two large crates make-up the entrance wall with two sentry raccoons on top. You do enjoy raccoons for their mischief!

Title: **Re: the peasant dwarf**
Post by: **peregarrett** on **November 21, 2012, 03:28:41 pm**

Find small corner of cavern, put there yout light amulet and wait for some raccoon to come by the light. Bash him, tie or kill and wait for next.

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 21, 2012, 04:23:50 pm**

tie him up anyways. dont kill. just knock out.

Title: **Re: the peasant dwarf**
Post by: **AutomataKittay** on **November 21, 2012, 04:37:39 pm**

Lure them in with shinies and cobble each one of them as they comes out. I don't think we have rope, so feed them to the jabberer!

Title: **Re: the peasant dwarf**
Post by: **Ultimuh** on **November 21, 2012, 04:42:19 pm**

I agree with catchinhg one of them alive.
However I vote against feeding them to the Jaberer as well.

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 21, 2012, 04:43:41 pm**

only threaten to feed them to the birdie. or if they die.

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **November 21, 2012, 04:59:11 pm**

They might be smart enough to mug them. You have a giant raccoon eating bird and you're not afraid to use it.

Title: **Re: the peasant dwarf**
Post by: **rangerplus10** on **November 21, 2012, 06:52:15 pm**

Quote from: peregarrett on November 21, 2012, 03:28:41 pm
Find small corner of cavern, put there yout light amulet and wait for some raccoon to come by the light. Bash him, tie or kill and wait for next.
this.isAGoodIdea

Title: **Re: the peasant dwarf**
Post by: **1freeman** on **November 21, 2012, 09:50:27 pm**

Quote from: rangerplus10 on November 21, 2012, 06:52:15 pm
Quote from: peregarrett on November 21, 2012, 03:28:41 pm
Find small corner of cavern, put there yout light amulet and wait for some raccoon to come by the light. Bash him, tie ~~or kill~~ and wait for next.
this.isAGoodIdea

+1

Title: **Re: the peasant dwarf**
Post by: **IronTomato** on **November 22, 2012, 10:22:13 am**

Raccoon village? Sentry raccoons? What the eff?
Anyway, break into their village and see if we can get that map back. It wasn't cheap. Well, it was, but we still need it.
Start with:
Quote from: 1freeman on November 21, 2012, 09:50:27 pm

Quote from: rangerplus10 on November 21, 2012, 06:52:15 pm
Quote from: peregarrett on November 21, 2012, 03:28:41 pm
Find small corner of cavern, put there yout light amulet and wait for some raccoon to come by the light. Bash him, tie ~~or kill~~ and wait for next.
this.isAGoodIdea
+1

Title: **Re: the peasant dwarf**
Post by: **Brewster** on **November 22, 2012, 11:35:03 am**



After tying up your mount near some cave moss and pigtails you find a nice corner of cavern nearby the raccoon camp. Rubbing the amulet it lights up and you place it in the corner. You hide behind a boulder and wait for the thieving coon! It doesn't take much time before you spot your target. The raccoon cautiously stalks towards the shiny object. The raccoon sprints towards the amulet and reaches over to pick it up. BAM!! You hit him with your pack, knocking the raccoon unconscious. (Ambusher +1, Misc. Object User +1)

Title: **Re: the peasant dwarf**
Post by: **Ultimuh** on **November 22, 2012, 12:04:56 pm**

Now tie it up and wait for it to regain consciounes.
When it wakes up, begin interrogating it.

Title: **Re: the peasant dwarf**
Post by: **Scruffy** on **November 22, 2012, 12:12:21 pm**

And if interrogation fails atleast we can make a raccoon leather hood to replace the rat hat we lost.

..I suppose that that same ambushing trick would work on dwarves too if we used a sock as a bait.

Title: **Re: the peasant dwarf**
Post by: **AutomataKittay** on **November 22, 2012, 12:25:11 pm**

Quote from: Scruffy on November 22, 2012, 12:12:21 pm
And if interrogation fails atleast we can make a raccoon leather hood to replace the rat hat we lost.
..I suppose that that same ambushing trick would work on dwarves too if we used a sock as a bait.

Yes

Let's see if we can get anything useful off the one we got. I still think we should feed the unhelpful one to our Jabberer :D

Title: **Re: the peasant dwarf**
Post by: **Ultimuh** on **November 22, 2012, 12:29:36 pm**

I would advice against killing them.. unless there is a VERY good reason to.

Title: **Re: the peasant dwarf**
Post by: **Urist McKoga** on **November 22, 2012, 01:32:47 pm**

You can train him to be tavern workers. I would like to go into a bar that has a raccoon waiter can make a good booze.

Title: **Re: the peasant dwarf**
Post by: **Scruffy** on **November 22, 2012, 02:15:01 pm**

Quote from: Urist McKoga on November 22, 2012, 01:32:47 pm
You can train him to be tavern workers. I would like to go into a bar that has a raccoon waiter can make a good booze.
+1

Title: **Re: the peasant dwarf**
Post by: **AutomataKittay** on **November 22, 2012, 02:18:01 pm**

Quote from: Urist McKoga on November 22, 2012, 01:32:47 pm
You can train him to be tavern workers. I would like to go into a bar that has a raccoon waiter can make a good booze.

Hmm, I think I'll change my vote to this, should be entertaining enough. Well, if the jabberer isn't too hungry that is :D

Title: **Re: the peasant dwarf**
Post by: **Urist McKoga** on **November 22, 2012, 05:44:54 pm**

Quote from: AutomataKittay on November 22, 2012, 02:18:01 pm
Quote from: Urist McKoga on November 22, 2012, 01:32:47 pm
You can train him to be tavern workers. I would like to go into a bar that has a raccoon waiter can make a good booze.
Hmm, I think I'll change my vote to this, should be entertaining enough. Well, if the jabberer isn't too hungry that is :D
The jabberer can make a great body guard :D. I just don't know if our peasant have enough skill to train raccoon to waiter =(.

Title: **Re: the peasant dwarf**
Post by: **1freeman** on **November 22, 2012, 06:47:38 pm**

Quote from: Scruffy on November 22, 2012, 02:15:01 pm
Quote from: Urist McKoga on November 22, 2012, 01:32:47 pm
You can train him to be tavern workers. I would like to go into a bar that has a raccoon waiter can make a good booze.
+1

+1

Title: **Re: the peasant dwarf**
Post by: **anthony62490** on **November 22, 2012, 10:36:10 pm**

Not sure if the little guy is capable of learning such skills.
Then again, if the 'coons are smart enough to form a village, they'll probably resist our training attempts.
We would have to domesticate these little buggers first.

Either way, we should tie him up in case his friends are more intelligent than we realize. Now we have a bargaining chip.

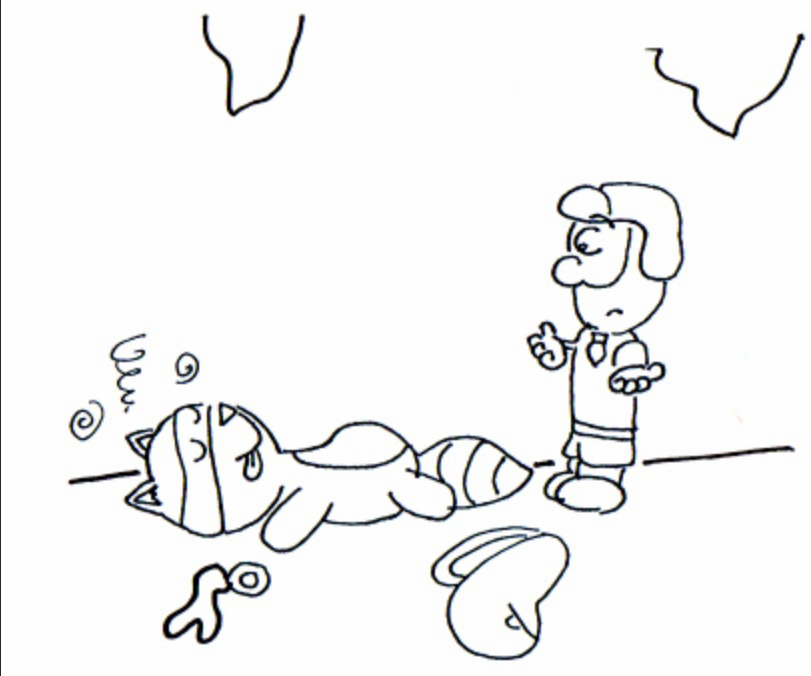
Title: **Re: the peasant dwarf**
Post by: **Uthric** on **November 23, 2012, 01:13:14 am**

updates to this thread are taking FAR to long...

Title: **Re: the peasant dwarf**
Post by: **Cinder** on **November 23, 2012, 01:50:54 am**

Quote from: Uthric on November 23, 2012, 01:13:14 am
updates to this thread are taking FAR to long...
motivations, man. Maintaining long-term suggestion comic can be a bitch.

Title: **Re: the peasant dwarf**
Post by: **Brewster** on **November 23, 2012, 09:54:32 am**



You tie the... no you don't you don't have anything to tie the raccoon up with.

Spoiler: [INVENTORY](#) (click to show/hide)

Your Person
deer leather cap, head
pig tail fiber shirt, body
wolf leather armor, body
armadillo leather trousers, legs
sheep wool shoes, feet
Touch of Delayed Sickness, right hand first finger

Mount Pouch
silver ore [10]

the ground
cave spider silk backpack
- gold coins [20]
- Mountainhome map
- iron dagger
- granite bracelet
- yak meat [2]
- WallPoke The Bone of Terror
- Heavyfeather the merchant of rope

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 23, 2012, 09:57:21 am**

loot him. btw, what do we have?

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **November 23, 2012, 10:05:21 am**

Tie it with it's own tail. Ouch.

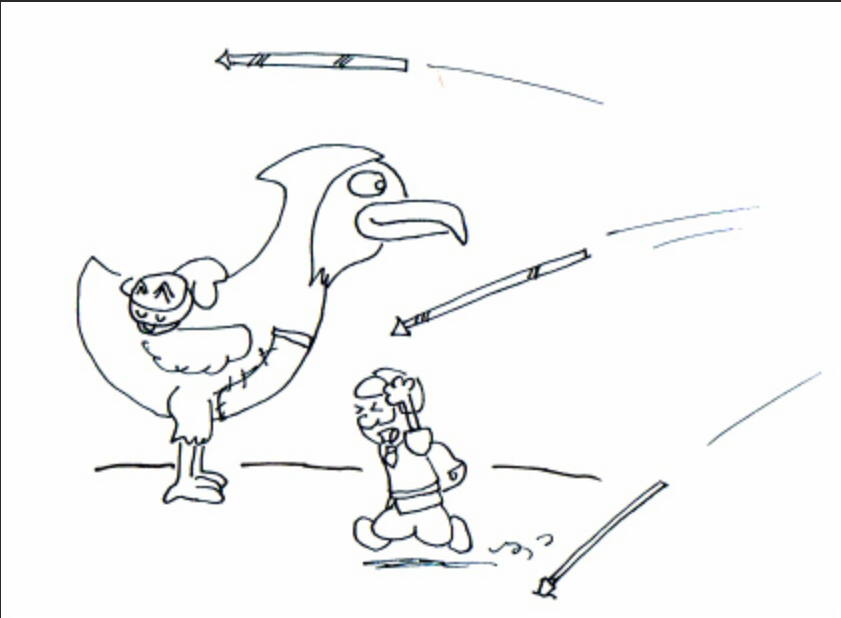
Title: **Re: the peasant dwarf**
Post by: **Ultimuh** on **November 23, 2012, 10:31:54 am**

First take your amulet.
Carry the Raccoon tpo it's comrades,
tell them a stalamite (or the kind that point downwards..) fell down on his head.
Then we can have infiltrated their camp! IF they allow us inside..

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 23, 2012, 10:46:50 am**

IF NOT THEN SICK THE JABBERER. SORRY ABOUT CAPS.

Title: **Re: the peasant dwarf**
Post by: **Brewster** on **November 23, 2012, 11:04:42 am**



You lift the raccoon, un-tied, up on your jabberer and make your way towards the camp. Before you can even inform them of your intentions they start hefting throwing spears your direction! You turn tail and run, out of distance of their UN-called-for attack. You hear the unconscious raccoon move a little, he's sure to wake up in 2 more drawings, uh...2 more moments!

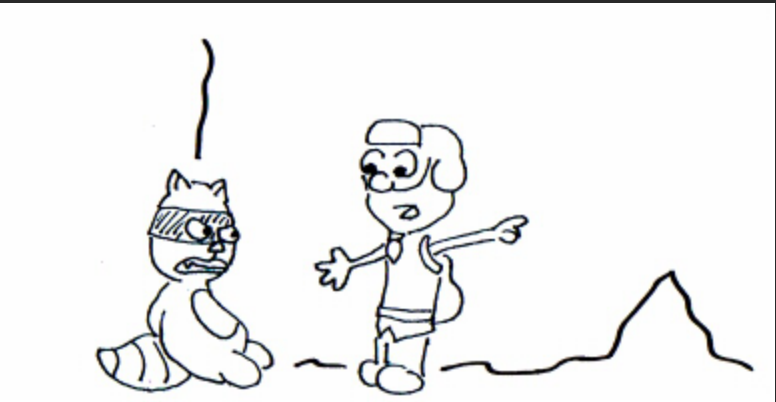
Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 23, 2012, 11:11:04 am**

drop rock on camp.

Title: **Re: the peasant dwarf**
Post by: **AutomataKittay** on **November 23, 2012, 11:20:54 am**

Since everyone keep wanting to tie the raccoon up, let's use our shirt to tie it up and see what we can get out of it

Title: **Re: the peasant dwarf**
Post by: **Brewster** on **November 23, 2012, 11:33:43 am**



You remove your pig tail fiber shirt and tie the bugger up. The raccoon soon regains consciousness and struggles to get free. Unable to do so he sits and growls at you. You ask him questions "Why did you steal my map? How did you guys build that camp? Why are they attacking me? What's your name? What's my name?" None of your questions on answered! The raccoon just sits there growling at you!

Title: **Re: the peasant dwarf**
Post by: **Ultimuh** on **November 23, 2012, 11:44:36 am**

Give it some yak meat.

Title: **Re: the peasant dwarf**
Post by: **AutomataKittay** on **November 23, 2012, 12:15:01 pm**

Yeah, let's offer the meat and see if it opens up.

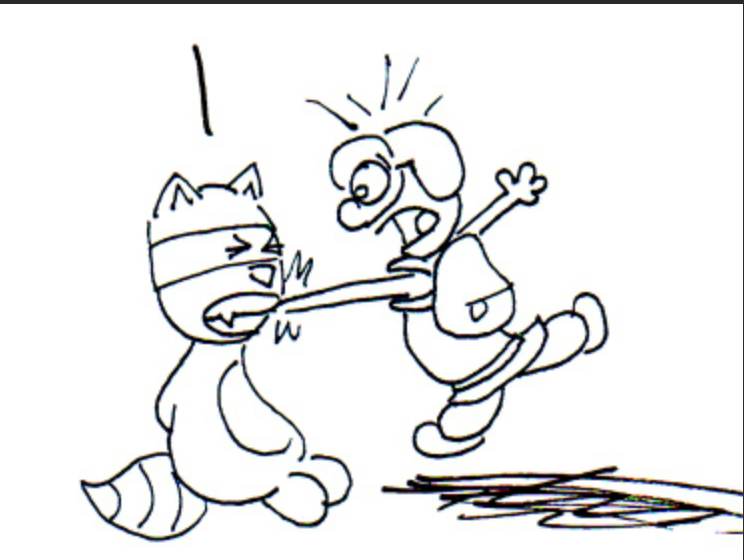
Title: **Re: the peasant dwarf**
Post by: **Scruffy** on **November 23, 2012, 12:28:49 pm**

Quote from: Ultimuh on November 23, 2012, 11:44:36 am

Give it some yak meat.

+1
Though considering our low animal training skill it might just think that we are threatening it by showing it the mutilated remains of a poor yak and that it will suffer the same fate if it doesn't do as it's told. Butchered and made into a hunk of meat.

Title: **Re: the peasant dwarf**
Post by: **Brewster** on **November 23, 2012, 12:34:05 pm**



You slowly hand the raccoon a chunk of yak meat. He raccoons eyes light up and he opens his mouth, you slowly extend your reach to feed the animal and it quickly LATCHES on to your hand! Oi!OI!OHHWWI!

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 23, 2012, 12:52:41 pm**

hit it. if it gets knocked out bandage your hand with its bandanna and when it comes to threaten it with jabberer.

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **November 23, 2012, 01:33:21 pm**

Quote from: Aseaheru on November 23, 2012, 12:52:41 pm

hit it. if it gets knocked out bandage your hand with its bandanna and when it comes to threaten it with jabberer.

Come to think of it, that bandanna might be just a fur pattern.

Title: **Re: the peasant dwarf**
Post by: **AutomataKittay** on **November 23, 2012, 01:34:54 pm**

Punch the teeth out! And feed it to Jabberer if it don't plays nice after that!

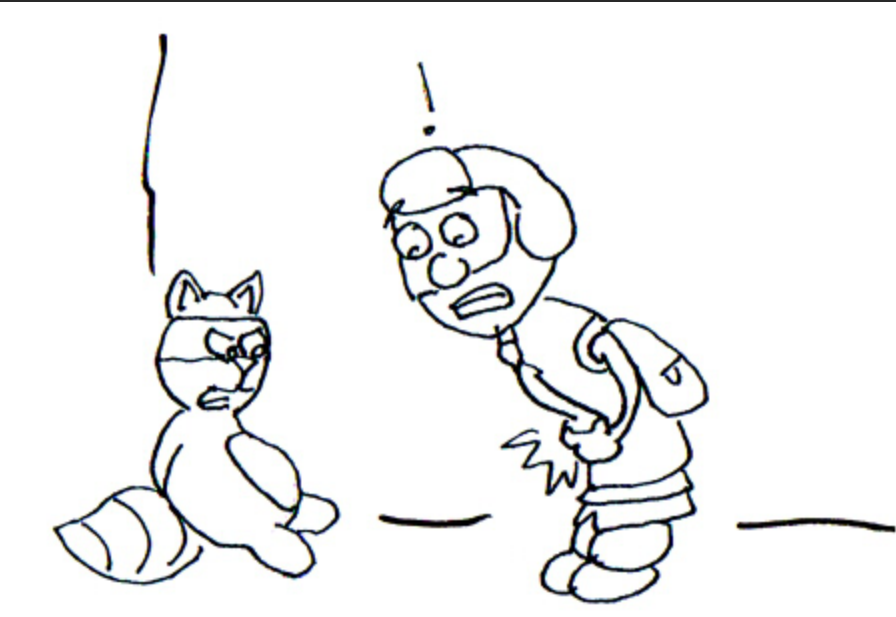
Title: **Re: the peasant dwarf**
Post by: **Scruffy** on **November 23, 2012, 02:04:40 pm**

Time to train our wrestling skills. Grab its head with your right hand and pinch its nose. (..and the severed part sails of in an arc.)

Title: **Re: the peasant dwarf**
Post by: **Ultimuh** on **November 23, 2012, 03:26:00 pm**

Free yourself by poking in it's eye!
Then ask if it would rather be free or dragged to the lizardmen if it dosn't cooperate.

Title: **Re: the peasant dwarf**
Post by: **Brewster** on **November 23, 2012, 03:32:03 pm**



You pop the raccoon in the nose and he releases his grip!

Title: **Re: the peasant dwarf**
Post by: **Ultimuh** on **November 23, 2012, 03:33:59 pm**

Quote
Ask if it would rather be free or dragged to the lizardmen if it dosn't cooperate.

Title: **Re: the peasant dwarf**
Post by: **1freeman** on **November 23, 2012, 03:51:55 pm**

Quote from: Ultimuh on November 23, 2012, 03:33:59 pm
Quote
Ask if it would rather be free or dragged to the lizardmen if it dosn't cooperate.

This

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 23, 2012, 04:13:58 pm**

ask weather it wants to be lunch, help you out or go to the lizards.

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **November 23, 2012, 04:27:41 pm**

Threaten it with the bird. Ask it what the hell they are doing in the caverns anyway, raccoons are supposed to be surface animals.

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 23, 2012, 04:28:58 pm**

good point...

Title: **Re: the peasant dwarf**
Post by: **AutomataKittay** on **November 23, 2012, 04:38:47 pm**

Quote from: Tirion on November 23, 2012, 04:27:41 pm
Threaten it with the bird. Ask it what the hell they are doing in the caverns anyway, raccoons are supposed to be surface animals.

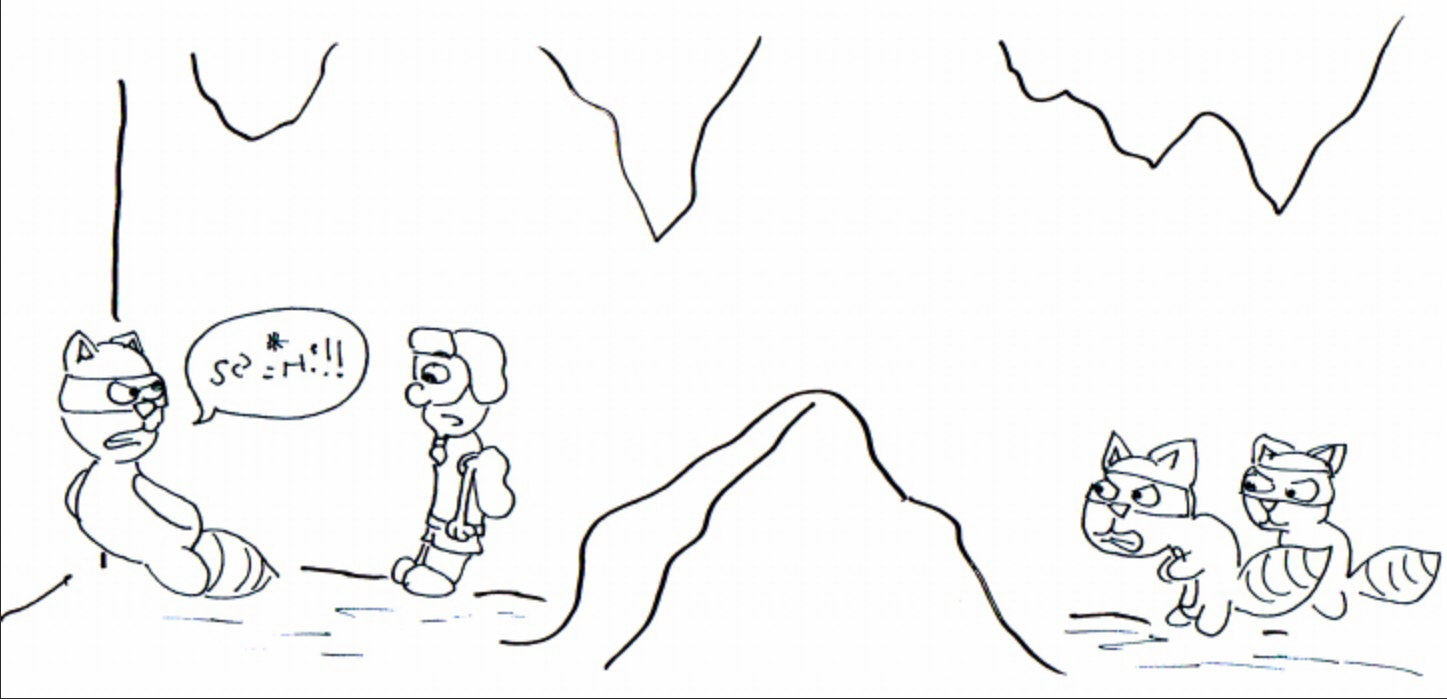
+1

Also we have a jabberer, no need to look for our lizard friends!

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 23, 2012, 04:40:10 pm**

eventually, play this to them. <http://amistupidorsomething.tumblr.com/post/36238984016>
(<http://amistupidorsomething.tumblr.com/post/36238984016>)

Title: **Re: the peasant dwarf**
Post by: **Brewster** on **November 23, 2012, 06:15:20 pm**



You continue your attempts at communication with the coon. He eventually speaks in some jibber-jabber. You eventually figure out he doesn't speak your language... or you don't speak his!

Title: **Re: the peasant dwarf**
Post by: **Uthric** on **November 23, 2012, 06:47:50 pm**

to hell with this this is dwarffort, Martial trance, kill them all and cause a cave in on there camp dig it out and retrieve are map.

what are we a dwarf or some kinda elf, im sure if any self respecting dwarf came along and seen us trying to make FRIENDS with ever cavern creature we came across we would get killed for being an ELF Spy.

so 1 more time.

Martial trance, kill them all and cause a cave in on there camp dig it out and retrieve are map.

Title: **Re: the peasant dwarf**
Post by: **NAV** on **November 23, 2012, 06:55:20 pm**

If we kill the 3 raccoons then we will have 5 notable kills. Then we can get an awesome title.

Title: **Re: the peasant dwarf**
Post by: **Ultimuh** on **November 23, 2012, 07:26:39 pm**

Call your jabberer friend.
Maybe it can help.

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 23, 2012, 08:20:42 pm**

yes. hit those sneaking up AFTER killing the tied up one.

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **November 23, 2012, 08:21:28 pm**

Quote from: NAV on November 23, 2012, 06:55:20 pm
If we kill the 3 raccoons then we will have 5 notable kills. Then we can get an awesome title.

That would be awesome. And it would remedy the namelessness problem.

Title: **Re: the peasant dwarf**
Post by: **anthony62490** on **November 24, 2012, 01:58:05 am**

Yes, I too am quickly losing patience with the 'coon. I think we need a new fur cap.

I'd like to know about those guys sneaking up on us. Can we... roll a perception check or something? :-\

Title: **Re: the peasant dwarf**
Post by: **AutomataKittay** on **November 24, 2012, 03:27:54 am**

Take a look around, and if we notice the guys, use the pick on them (or whatever weapon we have in backpack) or failing that, sic jabberer! Well, threaten them first and sic if they tries anything.

Title: **Re: the peasant dwarf**
Post by: **Uthric** on **November 24, 2012, 03:58:20 am**

i still say best bet is to go all martial trance and slay them all epic style.

Title: **Re: the peasant dwarf**
Post by: **laularukyrumo** on **November 24, 2012, 05:41:57 am**

I, for one, don't trust the brain-damaged bird as far as I can throw a Chalk Pebble.

They threw throwing spears at us. Why didn't we take any of them? Seriously. Take throwing spear. Anything with a stabby tip is useful.

And, yeah. I'd recommend braining this SOB as well. They're clearly already hostile. Diplomacy, nuts to that.

Title: **Re: the peasant dwarf**
Post by: **katana** on **November 24, 2012, 02:54:18 pm**

Use NOVICE AMBUSER skill to hide precisely 8.2 meters AWAY and remain UNDETECTED. WATCH ensuing events without INTERRUPTING until SOMETHING IMPORTANT happens.

Title: **Re: the peasant dwarf**
Post by: **anthony62490** on **November 24, 2012, 03:31:56 pm**

[Quote from: laularukyrumo on November 24, 2012, 05:41:57 am](#)
And, yeah. I'd recommend braining this SOB as well. They're clearly already hostile. Diplomacy, nuts to that.

+1
They are clearly not going to cooperate. We tried diplomacy and it didn't work.

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **November 24, 2012, 05:23:36 pm**

[Quote from: anthony62490 on November 24, 2012, 03:31:56 pm](#)
[Quote from: laularukyrumo on November 24, 2012, 05:41:57 am](#)
And, yeah. I'd recommend braining this SOB as well. They're clearly already hostile. Diplomacy, nuts to that.

+1
They are clearly not going to cooperate. We tried diplomacy and it didn't work.

+1 yes. Time to do things the dwarven way- kill anything that's not us.

Title: **Re: the peasant dwarf**
Post by: **Ultimuh** on **November 24, 2012, 06:06:07 pm**

[Quote from: Tirion on November 24, 2012, 05:23:36 pm](#)
[Quote from: anthony62490 on November 24, 2012, 03:31:56 pm](#)
[Quote from: laularukyrumo on November 24, 2012, 05:41:57 am](#)
And, yeah. I'd recommend braining this SOB as well. They're clearly already hostile. Diplomacy, nuts to that.

+1
They are clearly not going to cooperate. We tried diplomacy and it didn't work.

+1 yes. Time to do things the dwarven way- kill anything that's not us.

Actually, I wouldn't call that Dwarven style.
Goblins seem to be more like that.

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **November 24, 2012, 06:35:10 pm**

[Quote from: Ultimuh on November 24, 2012, 06:06:07 pm](#)
[Quote from: Tirion on November 24, 2012, 05:23:36 pm](#)
[Quote from: anthony62490 on November 24, 2012, 03:31:56 pm](#)
[Quote from: laularukyrumo on November 24, 2012, 05:41:57 am](#)
And, yeah. I'd recommend braining this SOB as well. They're clearly already hostile. Diplomacy, nuts to that.

+1
They are clearly not going to cooperate. We tried diplomacy and it didn't work.

+1 yes. Time to do things the dwarven way- kill anything that's not us.

Actually, I wouldn't call that Dwarven style.
Goblins seem to be more like that.

Goblins assimilate more than dwarves.

Title: **Re: the peasant dwarf**
Post by: **IronTomato** on **November 24, 2012, 06:47:11 pm**

Looks like our friend got disgruntled while I was gone. Did anybody notice that the jabberer looked kinda grumpy, and when they started throwing spears it looked really happy? (excuse my obsession with the bird's face.)
Anyways, show them who's boss. Then sneak into the village a la Sam Fisher and steal the map.

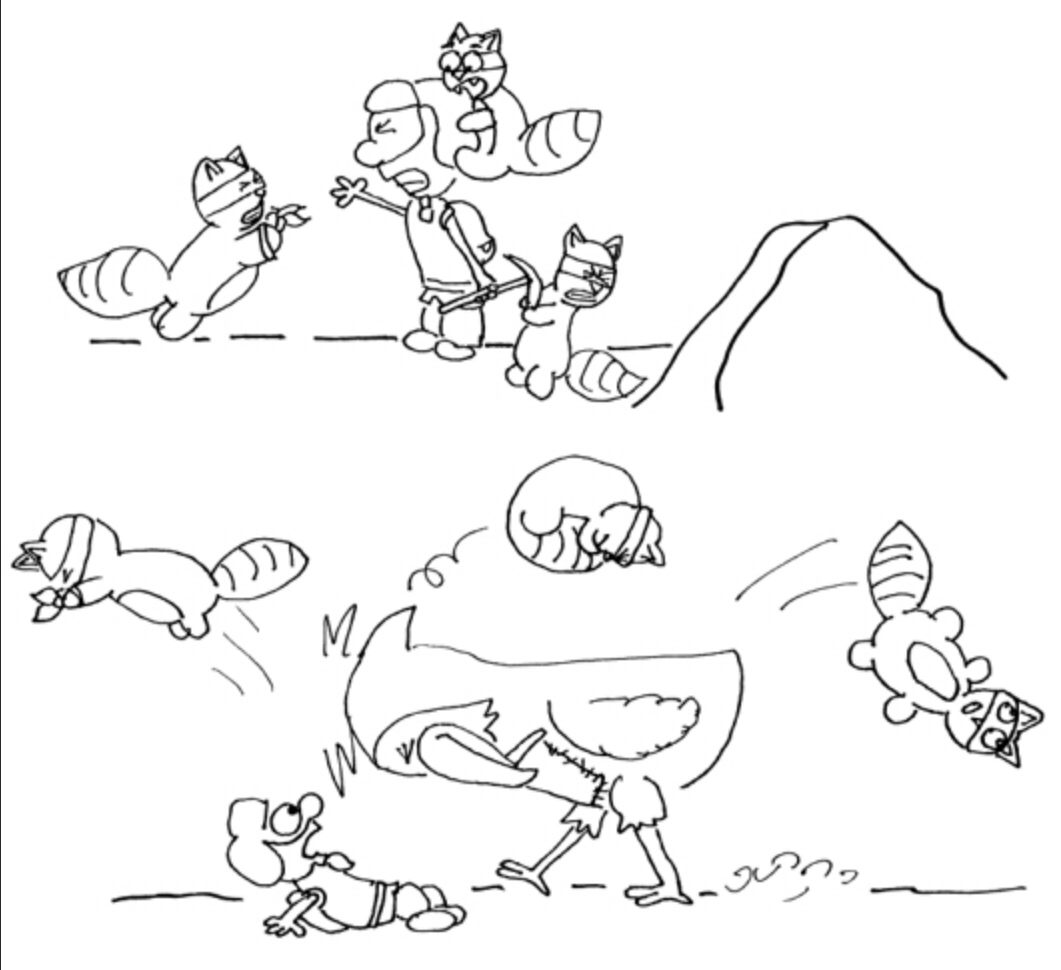
Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 24, 2012, 08:24:39 pm**

i think i *may* know who sam fisher is...

Title: **Re: the peasant dwarf**
Post by: **Uthric** on **November 24, 2012, 10:31:42 pm**

No sneaking cave the roof in on them and be done with it.

Title: **Re: the peasant dwarf**
Post by: **Brewster** on **November 25, 2012, 11:04:58 am**

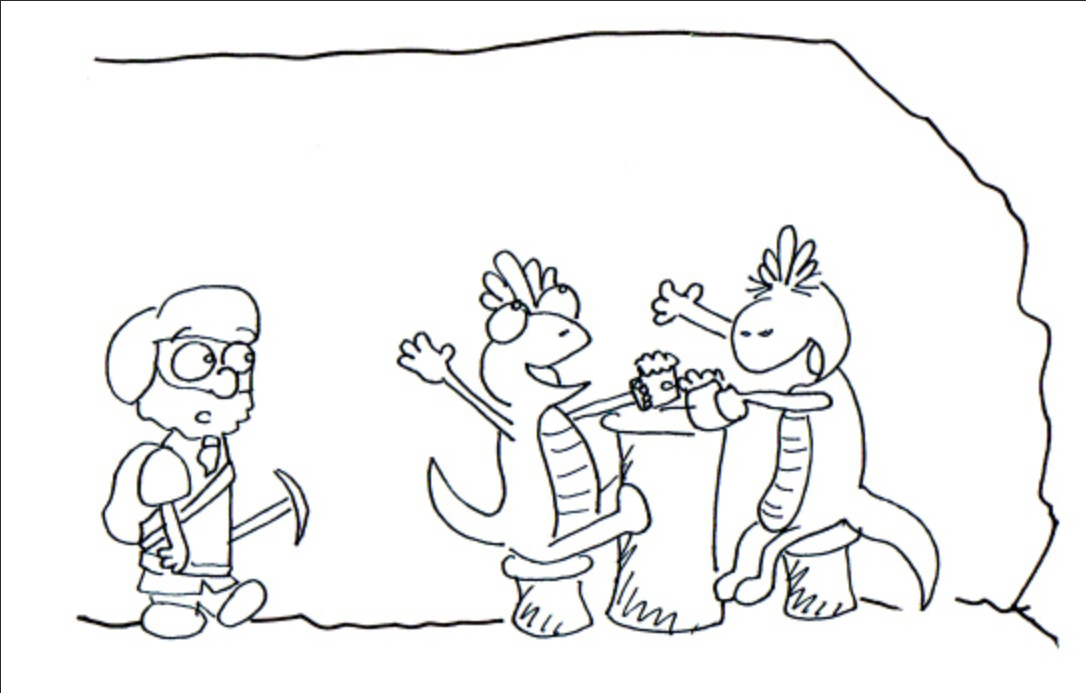


You slam your hand into your pack, and grab hold your trusty pick! You swing it towards the difficult coon, but two other raccoons jump from behind you, stopping you from implanting your pick in the coon's skull. You struggle screaming for your jabberer! Shortly after the jabberer bulls through the group shooting raccoons left and right. You swiftly mount your jabberer and make distance between the raccoon camp and yourself.

Title: **Re: the peasant dwarf**
Post by: **Uthric** on **November 25, 2012, 11:15:26 am**

well this is going no where rapidly.
seeing as your mount is smart, tell it to take you to the tavern.

Title: **Re: the peasant dwarf**
Post by: **Brewster** on **November 25, 2012, 11:26:16 am**



You take your hurt pride and ride back to the tavern, it seems to be doing well!

Spoiler (click to show/hide)
Your Person
deer leather cap, head
wolf leather armor, body
armadillo leather trousers, legs
sheep wool shoes, feet
Touch of Delayed Sickness, right hand first finger
Heavyfeather the merchant of rope, left hand

Mount Pouch
silver ore [10]
cave spider silk backpack
- gold coins [20]
- Mountainhome map
- iron dagger
- granite bracelet
- yak meat [1]
- WallPoke The Bone of Terror
- Sparklegem

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **November 25, 2012, 11:42:50 am**

Good Jabberer! Give it some meat and a pat on the head. Also, ask the barkeep and the guests about the raccoons. And buy a new map.

Title: **Re: the peasant dwarf**
Post by: **AutomataKittay** on **November 25, 2012, 01:41:40 pm**

[Quote from: Tirion on November 25, 2012, 11:42:50 am](#)
Good Jabberer! Give it some meat and a pat on the head. Also, ask the barkeep and the guests about the raccoons. And buy a new map.

This, yes.
Good jabberer, feed them well and pet lots, see how the business are while we're at it too.

And maybe a shirt too, and some ropes. I think we WILL need ropes in future.

Title: **Re: the peasant dwarf**
Post by: **IronTomato** on **November 25, 2012, 03:20:15 pm**

We now know that the jab's brain isn't broken. The lizardmen are having a good time, which is good.

[Quote from: AutomataKittay on November 25, 2012, 01:41:40 pm](#)

[Quote from: Tirion on November 25, 2012, 11:42:50 am](#)

Good Jabberer! Give it some meat and a pat on the head. Also, ask the barkeep and the guests about the raccoons. And buy a new map.

This, yes.
Good jabberer, feed them well and pet lots, see how the business are while we're at it too.

And maybe a shirt too, and some ropes. I think we WILL need ropes in future.

This.
Also, those damned raccoons haven't seen the last of us! Once we find out more about their little gang we're braining all of them.

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 25, 2012, 03:21:43 pm**

and fix up the tavern. starting by smoothing it.

Title: **Re: the peasant dwarf**
Post by: **Uthric** on **November 25, 2012, 03:36:40 pm**

trade the dwarf owner (seeing as we sold it) for a 2nd map by carving some rooms out inside of it for him to rent out.

and try and recruit a few lizardmen to come with you, you are a hero to them.

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 25, 2012, 03:40:39 pm**

dont froget to smooth the place and make some mugs. and tables and chairs.

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **November 25, 2012, 03:46:43 pm**

And engravings of raccoons on fire.

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 25, 2012, 03:50:08 pm**

after smoothing everything.

hey, we can have an engraving of a map!

Title: **Re: the peasant dwarf**
Post by: **Ultimuh** on **November 25, 2012, 03:50:32 pm**

[Quote from: Tirion on November 25, 2012, 03:46:43 pm](#)
And engravings of raccoons on fire.
Nah, just raccoons frolicking would be enough. Becauyse we LOVE raccoons for their miscief!
edit: or engravings of our many deeds as we travel could attract more costumers.

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 25, 2012, 03:55:33 pm**

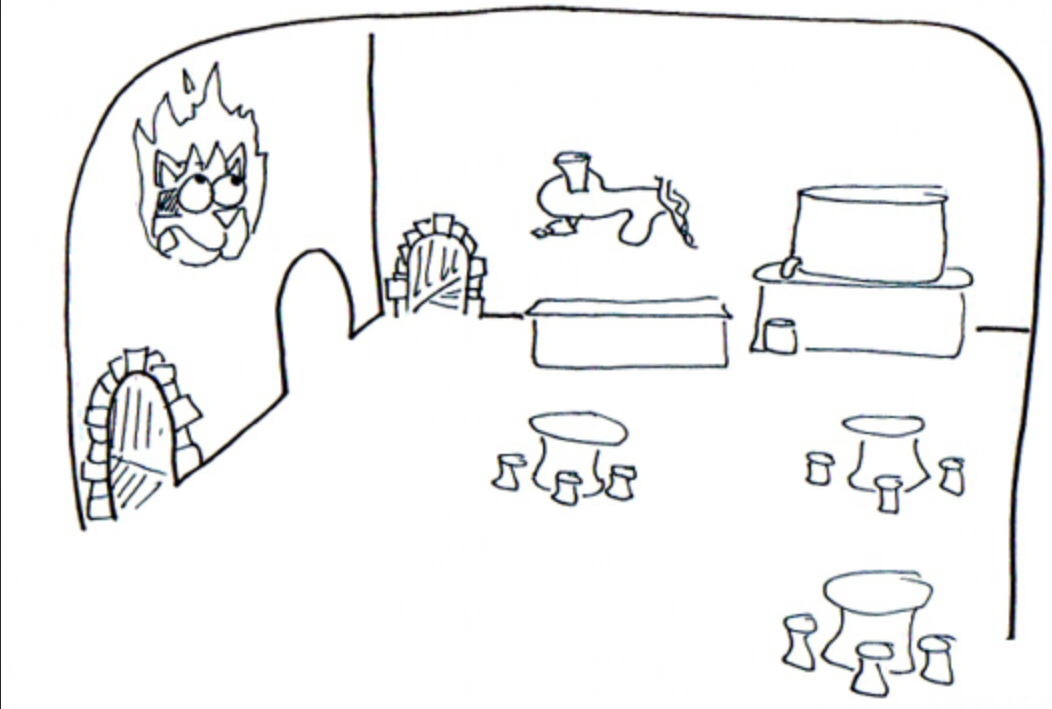
in a special room.

Title: **Re: the peasant dwarf**
Post by: **Talvieno** on **November 25, 2012, 04:00:44 pm**

Why not put some runes on the door of the tavern? You know, just in case the racoons decide to come knocking... or something more sinister.

And yes, feed and reward the jabberer. Praise it.

Title: **Re: the peasant dwarf**
Post by: **Brewster** on **November 25, 2012, 04:55:08 pm**



You speak with the new tavern keeper and obtain your 10% of the profits (2 gold coins). You ask if he might have another map of the caves and he states he does, and you make arrangements to smoothing the area and adding two bedrooms to rent out, for the map. A few days go by and you've completed your end of the deal, and receive your map. (+2 Engraver)

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 25, 2012, 05:05:56 pm**

dig out an area for him go grow plants for booze.

Title: **Re: the peasant dwarf**
Post by: **Scruffy** on **November 25, 2012, 05:07:21 pm**

Engraved on the wall is a finely designed image of a raccoon-man. The raccoon-man is burning. The image is the symbol of Crundle syrup, a local dwarven tavern.

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 25, 2012, 05:08:33 pm**

is there any stone lying about? if so, make mugs and pots for the tavern. after digging out a farm/ still room. and rooms for yourself and the owner.

Title: **Re: the peasant dwarf**
Post by: **Ethanland** on **November 25, 2012, 05:10:42 pm**

Make copies of the map.

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 25, 2012, 05:12:17 pm**

and engrave it int a wall.

Title: **Re: the peasant dwarf**
Post by: **Scruffy** on **November 25, 2012, 05:15:20 pm**

[Quote from: Aseaheru on November 25, 2012, 05:12:17 pm](#)

and engrave it int a wall.

While we are at it we might as well make a slab and engrave the map on it. Atleast it is less likely to get stolen by furry pickpockets. Our mount may disagree about having to carry it though.

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **November 25, 2012, 05:19:55 pm**

Memorize the map.

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 25, 2012, 05:33:52 pm**

if its on a wall then lost people know where they are.

Title: **Re: the peasant dwarf**
Post by: **Talvieno** on **November 25, 2012, 05:49:36 pm**

[Quote from: Scruffy on November 25, 2012, 05:07:21 pm](#)

Crundle syrup, a local dwarven tavern.

I like it. Has a ring to it.

And yes, memorize the map. I still think we ought to engrave strengthening runes on the door, though, just in case... wouldn't take more than a few minutes, and we're already at level 10 of runesmithing, as I recall.

[Quote from: Aseaheru on November 25, 2012, 05:12:17 pm](#)

and engrave it int a wall.

Agree on this... but do it outside the tavern, so the tavernkeeper doesn't know. IF you can't memorize it.

Also, now that we're getting better at engraving... Why not engrave some ads here and there in the caverns? "Come to Crundle Syrup, best beer this side of the surface"

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **November 25, 2012, 06:15:58 pm**

Quote from: Talvieno on November 25, 2012, 05:49:36 pm

Quote from: Scruffy on November 25, 2012, 05:07:21 pm

Crundle syrup, a local dwarven tavern.

I like it. Has a ring to it.

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Quote from: Aseaheru on November 25, 2012, 05:12:17 pm

and engrave it int a wall.

Agree on this... but do it outside the tavern, so the tavernkeeper doesn't know. IF you can't memorize it.

Also, now that we're getting better at engraving... Why not engrave some ads here and there in the caverns? "Come to Crundle Syrup, best beer this side of the surface"

Engraved on the wall is a masterfully designed image of a dwarf and lizardmen by a nameless artist. The lizardmen are drinking. The dwarf is smiling. The artwork relates to the tavern found in...

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 25, 2012, 06:39:11 pm**

i like that. if you do do that, include a map.

Title: **Re: the peasant dwarf**
Post by: **IronTomato** on **November 25, 2012, 06:41:45 pm**

We need another map. Or the same one returned to us. Go mine minerals, and then go back to the forge in our home and make armor, a weapon and a scary looking mask for the jabberer. Then we go back to the raccoon village and get the map. And then: ADVENTURE!!!1

Quote from: Aseaheru on November 25, 2012, 06:39:11 pm

i like that. if you do do that, include a map.

Yesh.

Title: **Re: the peasant dwarf**
Post by: **Talvieno** on **November 25, 2012, 06:43:23 pm**

Quote from: IronTomato on November 25, 2012, 06:41:45 pm

We need another map. Or the same one returned to us. Go mine minerals, and then go back to the forge in our home and make armor, a weapon and a scary looking mask for the jabberer. Then we go back to the raccoon village and get the map. And then: ADVENTURE!!!1

Quote from: Aseaheru on November 25, 2012, 06:39:11 pm

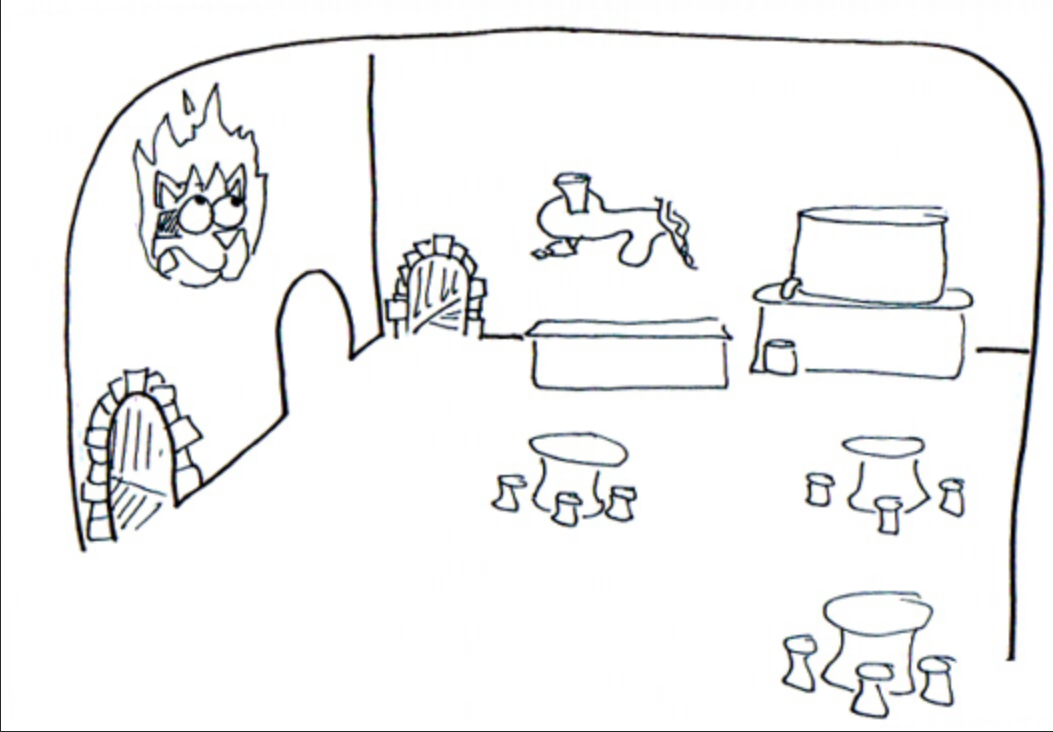
i like that. if you do do that, include a map.

Yesh.

Yeah, why hasn't Runeboy made a weapon out of his silver yet? Silver warhammer sounds good to me. But not yet, no.

Title: **Re: the peasant dwarf**
Post by: **Uthric** on **November 25, 2012, 08:23:52 pm**

Quote from: Brewster on November 25, 2012, 04:55:08 pm



You speak with the new tavern keeper and obtain your 10% of the profits (2 gold coins). You ask if he might have another map of the caves and he states he does, and you make arrangements to smoothing the area and adding two bedrooms to rent out, for the map. A few days go by and you've completed your end of the deal, and receive your map. (+2 Engraver)

did we find any thing while working?

if not get food/drink from tavern and use the map to head to the fort we started to go to look for runes.

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 25, 2012, 08:29:16 pm**

along way carve adds for the tavern including a map to it.

Title: **Re: the peasant dwarf**
Post by: **AutomataKittay** on **November 26, 2012, 05:19:06 am**

- Let's see about good ideas
- Memorize map
 - Offer to carve farming room
 - Find out the nearest water source to wet the farming room if accepted
 - Find out who or where to smelt the silver into bars. Bars are lighter than ores if nothing!

- Offer to engrave a map of the local area on a wall, it'll look good, like this (http://en.wikipedia.org/wiki/File:Bundesarchiv_Bild_147-0639,_Luftschiff_Hindenburg_%28LZ-129%29,_Gesellschaftsraum.jpg)

Then we can explore, preferably to the old fort. But let's take care of jabberer while we're busy lest it gets wild!

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 26, 2012, 03:30:44 pm**

YES! we might want to turn the tavern into a walled-farm at some point. like a fortress, but for farming and, in this case, taverning.

Title: **Re: the peasant dwarf**
Post by: **Uthric** on **November 26, 2012, 06:11:11 pm**

We need to head to the old fort on are map, like we started out doing.
How Else will we become strong enough to defeat the vampire baron that's ruling are dwarf kingdom.

Title: **Re: the peasant dwarf**
Post by: **Talvieno** on **November 26, 2012, 06:13:11 pm**

Runeboy can't even fight raccoons, how is he supposed to battle his way through a likely-to-be-bandit-infested fortress?

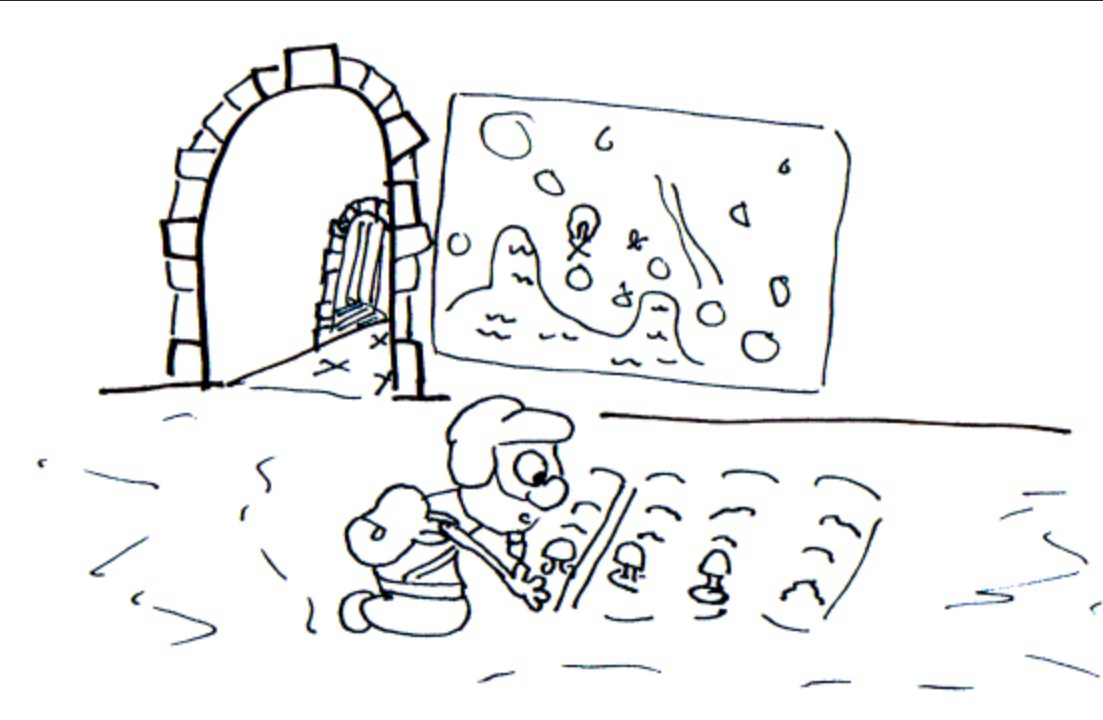
Title: **Re: the peasant dwarf**
Post by: **Uthric** on **November 26, 2012, 07:49:58 pm**

Quote from: Talvieno on November 26, 2012, 06:13:11 pm
Runeboy can't even fight raccoons, how is he supposed to battle his way through a likely-to-be-bandit-infested fortress?
by drinking more he's had like what 2 drinks this hole time, I'm really starting to think he's an elf.

Title: **Re: the peasant dwarf**
Post by: **Talvieno** on **November 26, 2012, 08:47:11 pm**

Though I'm in the unique position to be able to take offense to that, I lol'd. Runeboy's liver definitely needs exercised.

Title: **Re: the peasant dwarf**
Post by: **Brewster** on **November 27, 2012, 06:52:17 pm**



You engrave a copy of your new map on the outside wall of the tavern. You help plant a plump helmet farm so the booze can continue to flow.

Title: **Re: the peasant dwarf**
Post by: **IronTomato** on **November 27, 2012, 07:16:15 pm**

Before I read the text, I looked at the map on the wall and thought "Is that a fish tank?".

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 27, 2012, 08:04:25 pm**

good point. right! lets check out something. like the road.

Title: **Re: the peasant dwarf**
Post by: **Ultimuh** on **November 27, 2012, 08:23:53 pm**

Inform the owner that are have been improving the place a bit.

Title: **Re: the peasant dwarf**
Post by: **Uthric** on **November 28, 2012, 12:19:14 am**

Go scout the old fort after trying to recruit a few lizard men body guards, you are there hero after all.

Title: **Re: the peasant dwarf**
Post by: **Talvieno** on **November 28, 2012, 09:26:37 am**

I'm going to suggest we try riding to the starting fort and forging a silver warhammer.

Title: **Re: the peasant dwarf**
Post by: **Uthric** on **November 28, 2012, 01:47:47 pm**

Mmmm warhammer and getting a bit of training.

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 28, 2012, 02:51:01 pm**

yes. THEN get the lizards. then bring them to the tavern and leave one as a guard for it.

Title: **Re: the peasant dwarf**
Post by: **Scruffy** on **November 28, 2012, 03:19:02 pm**

We are still riding that giant chicken like some lowly peasants or human. I suggest that we craft a silver minecart (decorated with spikes of something!) and start using it as a scythed chariot!
Now, that is a real vehicle worthy of admiration!

Just imagine it. Riding war chariots pulled by a jabberer and striking cave dwellers in the face with out hammer while riding past them. It worked for Thor.

..or get a strange mood and produce something more dwarven:
http://en.wikipedia.org/wiki/File:Scythed_chariot_by_da_Vinci.jpg (http://en.wikipedia.org/wiki/File:Scythed_chariot_by_da_Vinci.jpg)

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 28, 2012, 03:20:06 pm**

after we get to the fortress please.

Title: **Re: the peasant dwarf**
Post by: **Ultimuh** on **November 28, 2012, 03:21:22 pm**

Fortress Schmortress!
Let's get to do crazy stuff!
More engravings in the tavern!
Engravings of.. Clouds and cheese!

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **November 28, 2012, 03:22:14 pm**

and raccoons.

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **November 28, 2012, 03:29:50 pm**

[Quote from: Aseaheru on November 28, 2012, 03:22:14 pm](#)
and raccoons.

On fire.

Title: **Re: the peasant dwarf**
Post by: **Ultimuh** on **November 28, 2012, 07:07:46 pm**

[Quote from: Tirion on November 28, 2012, 03:29:50 pm](#)
[Quote from: Aseaheru on November 28, 2012, 03:22:14 pm](#)
and raccoons.
On fire.

Already got that.

Title: **Re: the peasant dwarf**
Post by: **Uthric** on **November 28, 2012, 07:14:55 pm**

[Quote from: Scruffy on November 28, 2012, 03:19:02 pm](#)
We are still riding that giant chicken like some lowly peasants or human. I suggest that we craft a silver minecart (decorated with spikes of something!) and start using it as a scythed chariot!
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Just imagine it. Riding war chariots pulled by a jabberer and striking cave dwellers in the face with out hammer while riding past them. It worked for Thor.

..or get a strange mood and produce something more dwarven:
http://en.wikipedia.org/wiki/File:Scythed_chariot_by_da_Vinci.jpg (http://en.wikipedia.org/wiki/File:Scythed_chariot_by_da_Vinci.jpg)

+500000000000

To are home fort we go!

Title: **Re: the peasant dwarf**
Post by: **anthony62490** on **November 30, 2012, 03:09:55 pm**

[Quote from: Scruffy on November 28, 2012, 03:19:02 pm](#)
We are still riding that giant chicken like some lowly peasants or human. I suggest that we craft a silver minecart (decorated with spikes of something!) and start using it as a scythed chariot!
Now, that is a real vehicle worthy of admiration!

+1
That is an amazing idea, but first we need to get back home. First we make our way to the fortress, then we work on crazy projects, then we ride our glorious chariot to the Old Fortress.

Title: **Re: the peasant dwarf**
Post by: **IronTomato** on **December 01, 2012, 01:50:54 pm**

I'm with the warhammer idea. We need a proper weapon, and we can train by hitting rocks.

Title: **Re: the peasant dwarf**
Post by: **Uthric** on **December 02, 2012, 07:39:49 am**

THE FATES HAVE DECIDED

We shall go home and smith a mighty war hammer to smite are Enemy's, and a mighty warwagon for are mighty steed!

And booze!

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **December 02, 2012, 08:14:42 am**

Why do we need a melee weapon? That pick is more formidable than a warhammer, and we already have some skill in using it. A crossbow with a shitload of silver bolts, on the other hand...
And we need a lot more silver ore for a bladed chariot than what the bird can carry back to the fortress in one go.

Title: **Re: the peasant dwarf**
Post by: **AfellowDwarf** on **December 02, 2012, 09:01:52 am**

Why are we discussing weaponry and interior decorations while we still have a band thieving raccoons near our precious tavern? We had better place a defence or two, maybe drawbridges to seal off the tavern or cage traps from the underground trees if the tavern owner has an axe we can borrow.

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **December 02, 2012, 05:00:25 pm**

and thats why i said bring over some lizardmen to be bouncers.

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **December 02, 2012, 06:03:49 pm**

Quote from: Aseaheru on December 02, 2012, 05:00:25 pm
and thats why i said bring over some lizardmen to be bouncers.

Agreed. Living guards can tell the difference between guests and attackers. Traps don't. Sure, you could draw warnings about traps, but that only works with rock dumb animals, not people who can make sense of the drawing.

Title: **Re: the peasant dwarf**
Post by: **gchristopher** on **December 02, 2012, 09:08:14 pm**

The way this thread elicits responses is like a Rorschach test for DF players.

Title: **Re: the peasant dwarf**
Post by: **AfellowDwarf** on **December 03, 2012, 11:12:09 am**

Maybe a door would suffice. We're dealing with racoons here, and lizardmen won't be able to deal with building destroyers anyway.

Title: **Re: the peasant dwarf**
Post by: **Raptorstorm** on **December 03, 2012, 12:25:56 pm**

Just have him make a DAS infront of the tavern, that should work.

Title: **Re: the peasant dwarf**
Post by: **AfellowDwarf** on **December 03, 2012, 01:16:21 pm**

We've got our crops in front of the tavern, so a DAS would have a relatively small contact area. Racoons are also quick and the mechanism would take time to work. Good chance that it'll miss. We should also wall off the crops and create a new entryway, in case we get locked in, to avoid dehidration and starvation. We should ask for the owner's permission first, of course.

Title: **Re: the peasant dwarf**
Post by: **Uthric** on **December 03, 2012, 10:41:20 pm**

I'm marking this thread as dead we can't agree on an Option so he is not going to update it.

Options are.

Get bad ass cart + weapon at home.

Work on tavern.

Recruited lizard men helpers and go adventuring.

Pick one and + 1 it so we can get an up date.

Title: **Re: the peasant dwarf**
Post by: **xominxac** on **December 04, 2012, 01:55:16 am**

Quote from: Uthric on December 03, 2012, 10:41:20 pm
I'm marking this thread as dead we can't agree on an Option so he is not going to update it.

Options are.

Get bad ass cart + weapon at home.

Work on tavern.

Recruited lizard men helpers and go adventuring.

Pick one and + 1 it so we can get an up date.

1 + for lizard men.

Title: **Re: the peasant dwarf**
Post by: **peregarrett** on **December 04, 2012, 02:10:18 am**

Quote from: Uthric on December 03, 2012, 10:41:20 pm
Get bad ass cart + weapon at home.

This.

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **December 04, 2012, 04:49:14 am**

Quote from: Uthric on December 03, 2012, 10:41:20 pm
I'm marking this thread as dead

(Bangs on breastplate) WHAT IS DEAD MAY NEVER DIE!

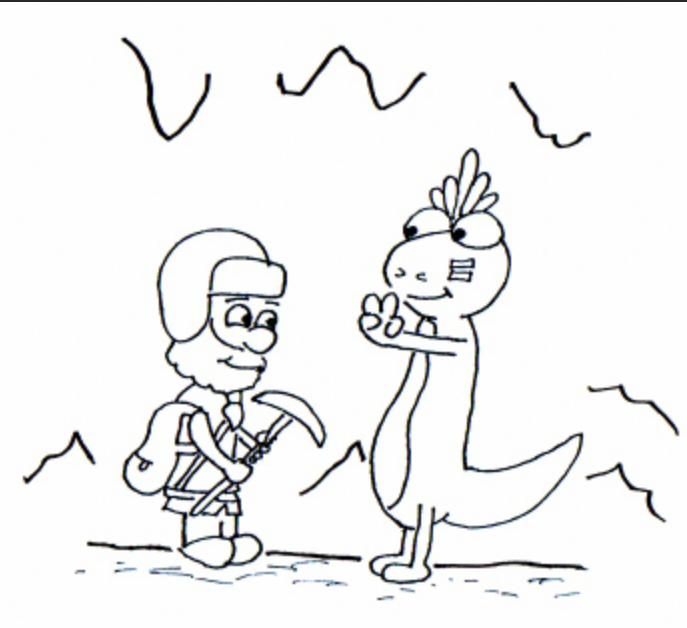
Title: **Re: the peasant dwarf**
Post by: **Pan** on **December 04, 2012, 05:27:50 am**

Quote from: Tirion on December 04, 2012, 04:49:14 am
Quote from: Uthric on December 03, 2012, 10:41:20 pm
I'm marking this thread as dead

(Bangs on breastplate) WHAT IS DEAD MAY NEVER DIE!

(Bangs on Tirion's head with spear butt) Thought he'd never shut up.

Title: **Re: the peasant dwarf**
Post by: **Brewster** on **December 04, 2012, 07:59:59 am**



After you put the final touches on the tavern's fields, you search for the lizardmen. You find them inside the tavern getting plastered. You find your old pal and step outside away from the ruckus the intoxicated lizards are making. Miming to him you explain that you need men to help you on your adventures. He smiles and nods, showing he can offer two to follow you. He states you can select what type of guardslizard you'd like. (Example: blowgunlizard, spearlizard, wrestlerlizard, so-on-so-forth) He gives off a fruity wine burp as he awaits your answer.

Title: **Re: the peasant dwarf**
Post by: **Ultimuh** on **December 04, 2012, 08:09:16 am**

My suggestion:
One Spearlizard and one blowgunlizzard.

Title: **Re: the peasant dwarf**
Post by: **AfellowDwarf** on **December 04, 2012, 10:02:26 am**

I say we get a throwlizard and an axelizard to supply him with bodyparts.

Title: **Re: the peasant dwarf**
Post by: **Uthric** on **December 04, 2012, 11:19:46 am**

Quote from: Ultimuh on December 04, 2012, 08:09:16 am
My suggestion:
One Spearlizard and one blowgunlizzard.

Seeing as there a tribe type race are best bet would be a blow gun and spear.

Make sure to ask if they will come with mounts so they can keep up easily(and get away when bad things happen).

If not we will need to go get them mounts from the nest spot.

Looks like we will.probably spend a few frames gearing up are party.

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **December 04, 2012, 12:00:38 pm**

Quote from: Ultimuh on December 04, 2012, 08:09:16 am
My suggestion:
One Spearlizard and one blowgunlizzard.

Seconded. And get a decent spear and armor for them ASAP.

Title: **Re: the peasant dwarf**
Post by: **AfellowDwarf** on **December 04, 2012, 02:44:11 pm**

Silver makes poor stabbing material. We should be on the lookout for iron- or copper-bearing stone.

Title: **Re: the peasant dwarf**
Post by: **Uthric** on **December 04, 2012, 02:50:01 pm**

And gems for enchantments for there gear. And are birds gear.

Because nothing says future dwarf overlord like a blinged out death bird mount.

Title: **Re: the peasant dwarf**
Post by: **AfellowDwarf** on **December 04, 2012, 03:13:36 pm**

We should be carefull with giving the bird armor. Carrying a dwarf and two lizard men on top of silver plating might list snap its hollow back. Although, skill in bone-doctor might become usefull.

EDIT:
Never mind, I didn't consider the possibilities of strenght runes in the bird plating. We should make it menace with copper or iron spikes and put weakening runes in those.

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **December 04, 2012, 03:53:24 pm**

Quote from: AfellowDwarf on December 04, 2012, 02:44:11 pm
Silver makes poor stabbing material. We should be on the lookout for iron- or copper-bearing stone.

Where did I ever say he'd make the weapons personally, let alone out of silver? Just go to the old fortress and raid the armory, I doubt it has been emptied. And even a silver spear is better than a fungiwood one.

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **December 04, 2012, 04:19:02 pm**

good point. still, itll be a good idea if they have mounts.

Title: **Re: the peasant dwarf**
Post by: **AfellowDwarf** on **December 04, 2012, 04:37:57 pm**

Quote from: Tirion on December 04, 2012, 03:53:24 pm
Just go to the old fortress and raid the armory, I doubt it has been emptied. And even a silver spear is better than a fungiwood one.

Who knows what's in there? We had better not send a lizardman in with some toothpick if we want to keep him around.

Edit: Also, we should keep our lizardmen well away from the home fortress. We know how dwarves are.

Title: **Re: the peasant dwarf**
Post by: **Uthric** on **December 04, 2012, 11:39:31 pm**

lets stop picking new stuff for a few till he gets a few more frames posted.

Title: **Re: the peasant dwarf**
Post by: **Cinder** on **December 05, 2012, 10:43:36 pm**

Can he just come with us? I don't think other lizardmen are trustworthy.

Title: **Re: the peasant dwarf**
Post by: **AfellowDwarf** on **December 06, 2012, 02:15:12 am**

Let's not lead the one lizard we can talk to mortal danger. Besides, we can probably jabber our new lizards into being trustworthy if we have to.

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **December 06, 2012, 03:23:37 pm**

heres an idea before we go making guff:

find runes.

Title: **Re: the peasant dwarf**
Post by: **AfellowDwarf** on **December 06, 2012, 04:52:11 pm**

Quote from: Aseaheru on December 06, 2012, 03:23:37 pm
heres an idea before we go making guff:

find runes.

Those will probably be in other civilized areas. Unless you mean gems to make them out of, ofcourse. We could either look for those in the cavern walls, or dig out more space by the tavern. However, we'd need a reason to do that.

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **December 06, 2012, 04:58:09 pm**

if we find a weight rune, think of what we can do!

Title: **Re: the peasant dwarf**
Post by: **AfellowDwarf** on **December 06, 2012, 05:02:41 pm**

Quote from: Aseaheru on December 06, 2012, 04:58:09 pm

If we find a weight rune, think of what we can do!

Put weakening runes in it untill whatever item it gets put on floats? Anyway, I doubt we'll reach new runes without trouble. And when trouble arrives, it's best to have the pointy bits being sharp and the smashy bits being heavy. We can put shining gems on them after forging, anyway.

Edit:
Hmm. We could also make superheavy hammers and projectiles. *Or* we could put enough of them on a platinum block to make it fall through the world, creating a bottomless pit that drains the sea.

Title: **Re: the peasant dwarf**

Post by: **Uthric** on **December 06, 2012, 10:22:57 pm**

Come one up date. If he doesn't do something soon I'm going to get sad.

Title: **Re: the peasant dwarf**

Post by: **AfellowDwarf** on **December 07, 2012, 10:18:31 am**

Should we get male-female in case we have to repopulate the world, or male-male so we don't risk in-combat births?

Title: **Re: the peasant dwarf**

Post by: **Scruffy** on **December 07, 2012, 10:28:00 am**

Quote from: AfellowDwarf on December 07, 2012, 10:18:31 am

Should we get male-female in case we have to repopulate the world, or male-male so we don't risk in-combat births?

What do you mean "risk"? It is not a risk, it's a beneficial feature! (remember the dog in Boatmurdered?)

An extra shield and potentially an extra minion in a few years. If the mother is easy to anger the loss of this flesh shield can also induce berserk and other stuff that increases the subjects combat usefulness. (until she starts attacking you)

Title: **Re: the peasant dwarf**

Post by: **Tirion** on **December 07, 2012, 12:08:27 pm**

Quote from: Scruffy on December 07, 2012, 10:28:00 am

Quote from: AfellowDwarf on December 07, 2012, 10:18:31 am

Should we get male-female in case we have to repopulate the world, or male-male so we don't risk in-combat births?

What do you mean "risk"? It is not a risk, it's a beneficial feature! (remember the dog in Boatmurdered?)

An extra shield and potentially an extra minion in a few years. If the mother is easy to anger the loss of this flesh shield can also induce berserk and other stuff that increases the subjects combat usefulness. (until she starts attacking you)

They are Lizardmen, they lay eggs. Combat rarely involves sitting on nest boxes.

Title: **Re: the peasant dwarf**

Post by: **AfellowDwarf** on **December 07, 2012, 01:36:07 pm**

Good points. We should take male-female and create a nestbox.

Title: **Re: the peasant dwarf**

Post by: **Tirion** on **December 07, 2012, 02:00:03 pm**

Quote from: AfellowDwarf on December 07, 2012, 01:36:07 pm

Good points. We should take male-female and create a nestbox.

Trying to utilize some kind of Dwarven Childcare to breed an army of lizard-spartans?

Title: **Re: the peasant dwarf**

Post by: **Scruffy** on **December 07, 2012, 02:05:37 pm**

Quote from: Tirion on December 07, 2012, 02:00:03 pm

Quote from: AfellowDwarf on December 07, 2012, 01:36:07 pm

Good points. We should take male-female and create a nestbox.

Trying to utilize some kind of Dwarven Childcare to breed an army of lizard-spartans?

Yes, and also breakfast.

Title: **Re: the peasant dwarf**

Post by: **AfellowDwarf** on **December 07, 2012, 02:27:44 pm**

Quote from: Tirion on December 07, 2012, 02:00:03 pm

Trying to utilize some kind of Dwarven Childcare to breed an army of lizard-spartans?

There's one thing standing in our way: the lizards are probably not partners and we lack the social skills to hook them up. Especially in sign language.

Title: **Re: the peasant dwarf**

Post by: **Scruffy** on **December 07, 2012, 02:31:01 pm**

Quote from: AfellowDwarf on December 07, 2012, 02:27:44 pm

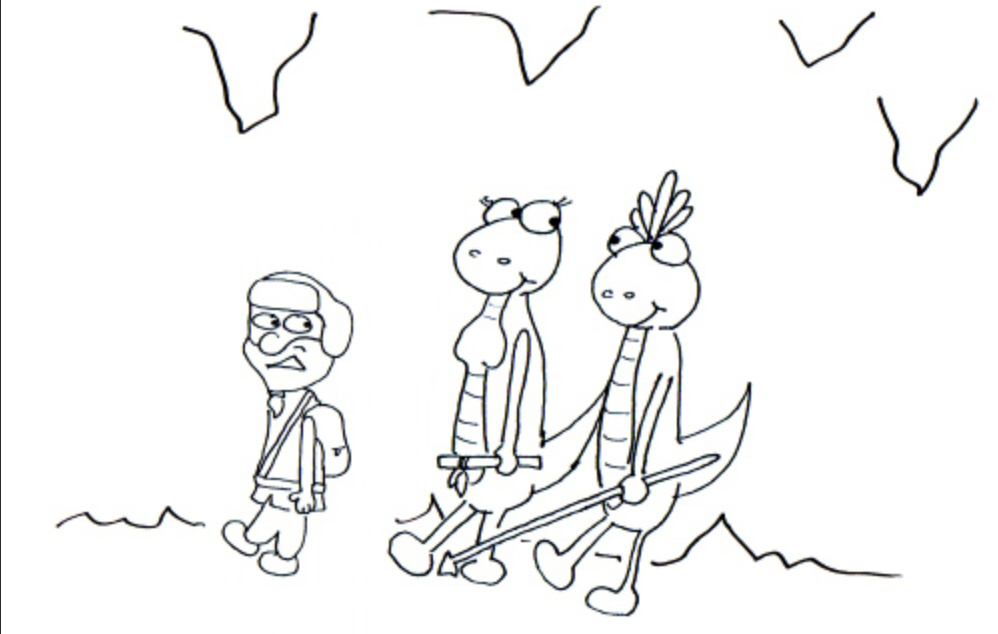
Quote from: Tirion on December 07, 2012, 02:00:03 pm

Trying to utilize some kind of Dwarven Childcare to breed an army of lizard-spartans?

There's one thing standing in our way: the lizards are probably not partners and we lack the social skills to hook them up. Especially in sign language.

So, either we make the female stand near the lizard fort for a while and hope that she has a mate within spore range OR we just stick a nestbox in the tavern and start serving omelets. (unfertilized since no mate)

Wait, why are we talking about this?



You request from the lizard leader a male and female pair; one a blowgunner and one a spearlizard. He agrees and you journey to the lizardpeople's camp. You receive your two new companions and make your way towards you mount. The female lizard asks "Where go?" apparently she knows a little of your language.

Spoiler: [INVENTORY](#) (click to show/hide)
Your Person
deer leather cap, head
wolf leather armor, body
armadillo leather trousers, legs
sheep wool shoes, feet
cave spider silk backpack, back
- gold coins [20]
- Mountainhome map
- iron dagger
- granite bracelet
- yak meat [1]
- WallPoke The Bone of Terror
- Sparklegem
- Heavyfeather the merchant of rope
Touch of Delayed Sickness, right hand first finger

female lizard
nether-cap blowgun, left hand
nether-cap darts [25], right hand

male lizard
tunnel tube spear, left hand

Mount Pouch
silver ore [10]

Title: **Re: the peasant dwarf**
Post by: **AfellowDwarf** on **December 08, 2012, 01:29:39 pm**

We should search the cavern and look for sharp metals: our spearlizard needs something sharp. While we do so, we should try to chat with the female lizard and learn a bit of their speech. We should also try to find some animals to kill, if the lizards are okay with it. We probably can't get enough metal to suit all of us up in shiny armor, but we should at least get some leather to protect our lizards with.

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **December 08, 2012, 01:49:20 pm**

and try to learn lizzard-speak. even if it is gobbo-speak.

Title: **Re: the peasant dwarf**
Post by: **Ultimuh** on **December 08, 2012, 01:55:06 pm**

[Quote from: Aseaheru on December 08, 2012, 01:49:20 pm](#)

And try to learn lizzard-speak. even if it is gobbo-speak.

I agree with this.

Title: **Re: the peasant dwarf**
Post by: **AfellowDwarf** on **December 08, 2012, 01:57:47 pm**

[Quote from: Ultimuh on December 08, 2012, 01:55:06 pm](#)

[Quote from: Aseaheru on December 08, 2012, 01:49:20 pm](#)

And try to learn lizzard-speak. even if it is gobbo-speak.

I agree with this.

As do I, it's what I ment with the chatting with the lizard thing.

Title: **Re: the peasant dwarf**
Post by: **anthony62490** on **December 08, 2012, 02:04:39 pm**

[Quote from: AfellowDwarf on December 08, 2012, 01:57:47 pm](#)

[Quote from: Ultimuh on December 08, 2012, 01:55:06 pm](#)

[Quote from: Aseaheru on December 08, 2012, 01:49:20 pm](#)

And try to learn lizzard-speak. even if it is gobbo-speak.

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As do I, it's what I ment with the chatting with the lizard thing.

That's a good idea for the long-term, but we must not forget what our goals are. Get our companions outfitted, make our way to the Old Fort, and try to learn Lizardese on the side.

Title: **Re: the peasant dwarf**
Post by: **AfellowDwarf** on **December 08, 2012, 02:24:27 pm**

Quote from: anthony62490 on December 08, 2012, 02:04:39 pm

That's a good idea for the long-term, but we must not forget what our goals are. Get our companions outfitted, make our way to the Old Fort, and try to learn Lizardese on the side.

Indeed, if we just chat with our lizards all the time during the tasks we'll pick it up eventually.

Title: **Re: the peasant dwarf**
Post by: **IronTomato** on **December 08, 2012, 02:49:41 pm**

Quote from: anthony62490 on December 08, 2012, 02:04:39 pm

Quote from: AfellowDwarf on December 08, 2012, 01:57:47 pm

Quote from: Ultimuh on December 08, 2012, 01:55:06 pm

Quote from: Aseaheru on December 08, 2012, 01:49:20 pm

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+1

Title: **Re: the peasant dwarf**
Post by: **Lt_Alfred** on **December 08, 2012, 03:13:40 pm**

Quote from: IronTomato on December 08, 2012, 02:49:41 pm

Quote from: anthony62490 on December 08, 2012, 02:04:39 pm

Quote from: AfellowDwarf on December 08, 2012, 01:57:47 pm

Quote from: Ultimuh on December 08, 2012, 01:55:06 pm

Quote from: Aseaheru on December 08, 2012, 01:49:20 pm

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+1

+1
Just to make sure

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **December 08, 2012, 04:06:53 pm**

Quote from: Lt_Alfred on December 08, 2012, 03:13:40 pm

Quote from: IronTomato on December 08, 2012, 02:49:41 pm

Quote from: anthony62490 on December 08, 2012, 02:04:39 pm

Quote from: AfellowDwarf on December 08, 2012, 01:57:47 pm

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+1

+1
Just to make sure

+1
Find weapon/armor grade metal, bring ore to Mountainhome/sell silver ore and buy iron/bronze/steel, smelt it and make full armor sets for all three of you, and a lot of spare weapons of all kinds. Blowgun sucks, dwarves can reproduce neither the ammo nor the weapon. Still, with metal armor she'd be quite durable, and she needs a melee weapon anyway.

You could also buy an anvil for some of the silver ore, and an axe. That way you have everything to add a smithy to the inn, complete with smelter and wood furnace with fuel. Would be even better if you found coal.

Title: **Re: the peasant dwarf**
Post by: **xominxac** on **December 08, 2012, 04:49:15 pm**

Just wanted to tell you guys to take a look at brewsters sig for the dwarf comic.

Title: **Re: the peasant dwarf**
Post by: **Brewster** on **December 08, 2012, 05:09:05 pm**



You get a strong urge to want to learn lizzard-speak. You continue to order round after round and begin speaking with your two new companions. They tell you simple commands like "where's the bathroom" "where's my spear" "how do you clean blood off your loin cloth". You're lesson lasts late into the night. You learn lizard jokes and riddles. You learn lizard history and skills. Very basic remind you, but you learn. You eat all your meat, and order more booze and food with your coin. You wake-up with a slight hangover and no coin in your pack. At least you can speak with your new comrades now.

Title: **Re: the peasant dwarf**
Post by: **AfellowDwarf** on **December 08, 2012, 05:29:26 pm**

We're out of food, so we should hunt. The jabberer should be hungry as well, maybe we could use him to track cave animals or vermin. Hunting will also provide us with bones for darts and leather for our companions' armor. Also, did we get our 10% cut as discount, or does he still need to give it to us?

Title: **Re: the peasant dwarf**
Post by: **xominxac** on **December 08, 2012, 05:36:00 pm**

I second the hunting.

Title: **Re: the peasant dwarf**
Post by: **Ultimuh** on **December 08, 2012, 05:38:39 pm**

Not too dangerous prey tough.

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **December 08, 2012, 06:21:54 pm**

Quote from: Ultimuh on December 08, 2012, 05:38:39 pm
Not too dangerous prey tough.

Then we ask the lizardmen about hunting grounds, somewhere with stuff we can safely kill. As 'we' includes a Jabberer, this is just about everything in cavern layer 1, such as giant olms, blind cave bears and cave crocs. Delicious, x4 value multiplies cave crocs...

Title: **Re: the peasant dwarf**
Post by: **Uthric** on **December 08, 2012, 06:48:02 pm**

Quote from: Tirion on December 08, 2012, 06:21:54 pm
Quote from: Ultimuh on December 08, 2012, 05:38:39 pm
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Not only do we have a bad ass mount (that needs a bit more training) we have a bad ass mount WITH FB ARMOR.

Title: **Re: the peasant dwarf**
Post by: **Scruffy** on **December 08, 2012, 06:52:48 pm**

Quote from: Uthric on December 08, 2012, 06:48:02 pm
Quote from: Tirion on December 08, 2012, 06:21:54 pm
Quote from: Ultimuh on December 08, 2012, 05:38:39 pm
Not too dangerous prey tough.

Then we ask the lizardmen about hunting grounds, somewhere with stuff we can safely kill. As 'we' includes a Jabberer, this is just about everything in cavern layer 1, such as giant olms, blind cave bears and cave crocs. Delicious, x4 value multiplies cave crocs...

Not only do we have a bad ass mount (that needs a bit more training) we have a bad ass mount WITH FB ARMOR.
We have an overgrown chicken wrapped inside the skin of a rather large squid.

Title: **Re: the peasant dwarf**
Post by: **AfellowDwarf** on **December 08, 2012, 07:05:40 pm**

Also, we almost got ourselves killed by raccoons, and our allies are one naked lizard with a sharp stick, and another naked lizard with not enough tiny sharp sticks. I second the easy prey.

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **December 08, 2012, 11:00:07 pm**

we can eat raccoons, right?

Title: **Re: the peasant dwarf**
Post by: **peregarrett** on **December 09, 2012, 04:17:15 am**

Quote from: Aseaheru on December 08, 2012, 11:00:07 pm
we can eat raccoons, right?
Sure, and get fancy Wild West Ranger's hats of their skins!

AWWWWWW, those faces of lizards watching each other!

Title: **Re: the peasant dwarf**
Post by: **AfellowDwarf** on **December 09, 2012, 11:02:56 am**

Maybe we should pick a prey that's less organized then these racoons?

Quote from: peregarrett on December 09, 2012, 04:17:15 am
AWWWWWW, those faces of lizards watching each other!
While we're talking about that, I loved the face of our dwarf watching the lizards watche eachother.

Title: **Re: the peasant dwarf**
Post by: **Uthric** on **December 09, 2012, 11:56:13 am**

If all the tribes speak goblin, then the raccoon men should to, let's take a quick ride but and inform them we will be coming back to kill them all In there sleep at some point.

Then promptly haul ass away and go hunt us some cave animals make armor for are Helpers and trade the rest to the dwarf fort for some proper armor for us and weapons for all of us.

And see if we can train are mount to track things.

Oooooooo, ask are lizard friends of they know of any near by ores.

Title: **Re: the peasant dwarf**
Post by: **AfellowDwarf** on **December 09, 2012, 01:15:56 pm**

Quote from: Uthric on December 09, 2012, 11:56:13 am
If all the tribes speak goblin, then the raccoon men should to, let's take a quick ride but and inform them we will be coming back to kill them all In there sleep at some point.
Sadly, we haven't encountered any antropomorphic raccoons. Just the regulair variety.

Quote from: Uthric on December 09, 2012, 11:56:13 am
Then promptly haul ass away and go hunt us some cave animals make armor for are Helpers and trade the rest to the dwarf fort for some proper armor for us and weapons for all of us.
We have to remember not to bring lizards to the dwarves, though. Those races aren't friends.

I like the idea of asking about ores, but we have to describe what those ores look like. Lizards don't use metal, after all.

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **December 09, 2012, 02:19:34 pm**

Quote from: AfellowDwarf on December 09, 2012, 01:15:56 pm
Quote from: Uthric on December 09, 2012, 11:56:13 am
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We have to remember not to bring lizards to the dwarves, though. Those races aren't friends.
I like the idea of asking about ores, but we have to describe what those ores look like. Lizards don't use metal, after all.

All that glitters. It includes gem clusters, but you could use those as well. You need to raise funds anyway.
If you want to specify ores, you have the silver ore with you. Just ask about different coloured versions of it. Red would be best, among ores that colour's exclusive to iron. I don't suppose you heard about the blue stuff that sometimes forms spires extending up to the caverns.

Title: **Re: the peasant dwarf**
Post by: **Uthric** on **December 09, 2012, 09:37:21 pm**

Quote from: Brewster on December 08, 2012, 05:09:05 pm



You get a strong urge to want to learn lizzard-speak. You continue to order round after round and begin speaking with your two new companions. They tell you simple commands like "where's the bathroom" "where's my spear" "how do you clean blood off your loin cloth". You're lesson lasts late into the night. You learn lizard jokes and riddles. You learn lizard history and skills. Very basic remind you, but you learn. You eat all your meat, and order more booze and food with your coin. You wake-up with a slight hangover and no coin in your pack. At least you can speak with your new comrades now.

- Let's go back to this.
- And let's try to not get to far out of wack.
- Simple goals, that fit inside of are larger main goal.
- +1 for hunting weaker cavern animals while looking for metals/gems for trade/making items.
 - +1 long term goal getting the supply's for a journey to the abandoned fort.

Title: **Re: the peasant dwarf**
Post by: **Uthric** on **December 10, 2012, 12:48:54 pm**

Nope this will stay on the first page.

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **December 10, 2012, 03:06:20 pm**

yes, yes it will.

Title: **Re: the peasant dwarf**
Post by: **Uthric** on **December 10, 2012, 09:29:42 pm**

Indeed it shall.

Title: **Re: the peasant dwarf**
Post by: **anthony62490** on **December 11, 2012, 02:16:20 pm**

So we'll need to get some proper arms for our new companions. We should either mine and smelt it ourselves or trade gems for some pre-made items (I imagine that some modifications will be necessary). After that, we sneak the lizards through the fortress and make our way to the Old Fort. If anyone asks why there are Lizardmen in the Fort, we tell them that they have been captured and we're bringing them to a cage.
+1 Hunt for Gems
+1 Gather Supplies
+1 Go to Old Fort

Title: **Re: the peasant dwarf**
Post by: **AfellowDwarf** on **December 11, 2012, 03:17:51 pm**

Quote from: anthony62490 on December 11, 2012, 02:16:20 pm
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+1 Hunt for Gems
+1 Gather Supplies
+1 Go to Old Fort

Trade gems? Bah. Gems should be reserved for improving items. And why risk walking past a cage when someone asks? Leaving the lizards somewhere safe outside the fort is far easier.

Title: **Re: the peasant dwarf**
Post by: **anthony62490** on **December 11, 2012, 05:00:07 pm**

Quote from: AfellowDwarf on December 11, 2012, 03:17:51 pm
Trade gems? Bah. Gems should be reserved for improving items. And why risk walking past a cage when someone asks? Leaving the lizards somewhere safe outside the fort is far easier.

Are we even sure that we can get outside the fort? As far as I know, the only way out of this cave is back through our home fort. Unless I've missed a memo, we may need to do some fast-talking to get the lizards outside.
UNLESS we can get to the old fort without leaving these caves. ???

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **December 11, 2012, 05:01:09 pm**

map. another fort. the fact that caves do so.

Title: **Re: the peasant dwarf**
Post by: **anthony62490** on **December 11, 2012, 05:10:53 pm**

Ah yes, I went back to look at the map. It is indeed an underground map. Silly dorfs wouldn't have an overground map. :D

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **December 11, 2012, 05:24:08 pm**

yes they do. how do you think they send the 7 helpless morons to start a fort?

Title: **Re: the peasant dwarf**
Post by: **anthony62490** on **December 11, 2012, 05:32:47 pm**

I always kinda figured they were fired from a catapult. That's why the wagon doesn't work.

Title: **Re: the peasant dwarf**
Post by: **Uthric** on **December 11, 2012, 05:45:31 pm**

That's SIG Worthy

Title: **Re: the peasant dwarf**
Post by: **Scruffy** on **December 11, 2012, 07:07:39 pm**

Quote from: anthony62490 on December 11, 2012, 05:32:47 pm
I always kinda figured they were fired from a catapult. That's why the wagon doesn't work.
Makes sense.
I always thought that 6 of the dwarves carried the wagon while the seventh dragged the horses/yaks/camels.
Perhaps with the expedition leader sitting on top of the wagon like it was a carnaval float or litter/sedan
Spoiler (click to show/hide)
http://en.wikipedia.org/wiki/Litter_%28vehicle%29 (http://en.wikipedia.org/wiki/Litter_%28vehicle%29)

Title: **Re: the peasant dwarf**
Post by: **Uthric** on **December 12, 2012, 12:33:15 pm**

1 update every 6 days is NOT COOL.

I was expecting at least 2 or 3 a week.

Title: **Re: the peasant dwarf**
Post by: **AfellowDwarf** on **December 12, 2012, 03:04:32 pm**

Quote from: Uthric on December 12, 2012, 12:33:15 pm
1 update every 6 days is NOT COOL.

I was expecting at least 2 or 3 a week.

Don't get me wrong, I like updates as much as the next guy, but pressuring brewster to do more is not the right way to go about this.

Heck, if you look at the posts, the updates in the past two 'dry' weeks are pretty close to your twice a week mark. We've had one update in 26-11 - 2-12 and three in 3-12 - 9-12.

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **December 12, 2012, 04:06:58 pm**

hey, dude. its up to Brewster even to do this. dont ruin it by demanding more. hes not our slave.

Title: **Re: the peasant dwarf**
Post by: **AfellowDwarf** on **December 12, 2012, 04:34:56 pm**

Quote from: Aseaheru on December 12, 2012, 04:06:58 pm
hey, dude. its up to Brewster even to do this. dont ruin it by demanding more. hes not our slave.
Sorry. That was what I tried to say in my previous, arkward post. Not 'let's demand him do more in a more sophisticated manner'.

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **December 12, 2012, 04:36:55 pm**

i was yelling at uthric.

Title: **Re: the peasant dwarf**
Post by: **Brewster** on **December 12, 2012, 06:21:20 pm**



You ask the lizardmen for a good location to hunt and they lead to you a nearby cliff where Draltha are known to graze. Sure enough upon your arrival you see a lone draltha chomping on a plump helmet. The two lizardpeople wonder off and you plan your attack.

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **December 12, 2012, 06:36:33 pm**

Uh oh. A draltha is way too big for a guy with a pick, even a runed pick. Damn thing is as big as an elephant.

Unless you repeat the cave-in trick.

Title: **Re: the peasant dwarf**
Post by: **Ultimuh** on **December 12, 2012, 06:37:36 pm**

Quote from: Tirion on December 12, 2012, 06:36:33 pm
Uh oh. A draltha is way too big for a guy with a pick, even a runed pick. Damn thing is as big as an elephant.
Unless you repeat the cave-in trick.

Don't want to endanger any allies tough.

Title: **Re: the peasant dwarf**
Post by: **gchristopher** on **December 12, 2012, 07:45:23 pm**

One draltha has enough meat, on average, to feed a dwarf for just over 15 years. Plan on feeding the entire lizard tribe if you manage to kill it.

On the other hand, there are some plump helmets that are completely defenseless and unable to casually stomp you to death.

Maybe consider vegetarian meals for the time being, at least until a creeping eye, flesh ball, giant rat or naked mole dog presents itself.

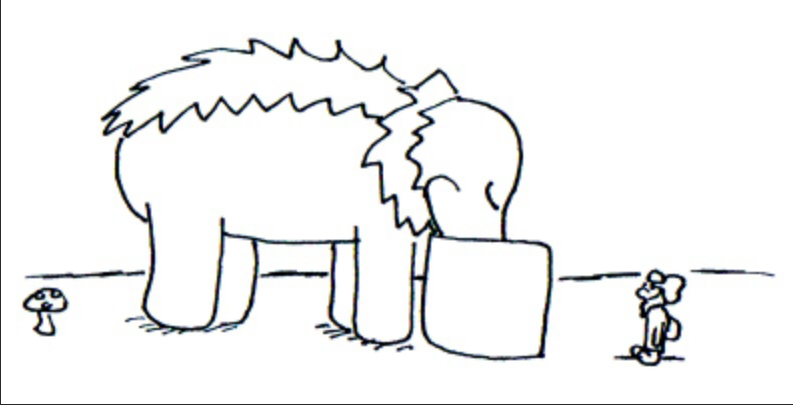
Alternately, get out the rope, mount up on the jabberer, and play cowboy. Rack up some good scars to lie about in the unlikely event you survive.

Alternately alternately, brew up some more dwarven wine and see how much it takes to get a Draltha drunk. Assuming it doesn't fall violently in love with you, maybe it's easier to kill when passed out?

Title: **Re: the peasant dwarf**
Post by: **Ultimuh** on **December 12, 2012, 07:52:00 pm**

Quote from: gchristopher on December 12, 2012, 07:45:23 pm
Alternately alternately, brew up some more dwarven wine and see how much it takes to get a Draltha drunk. Assuming it doesn't fall violently in love with you, maybe it's easier to kill when passed out?
I think this is the best choise at the moment.
As long as we CAN get the thing drunk, perhaps kill it with alcohol poisoning?

Title: **Re: the peasant dwarf**
Post by: **Brewster** on **December 12, 2012, 08:07:33 pm**

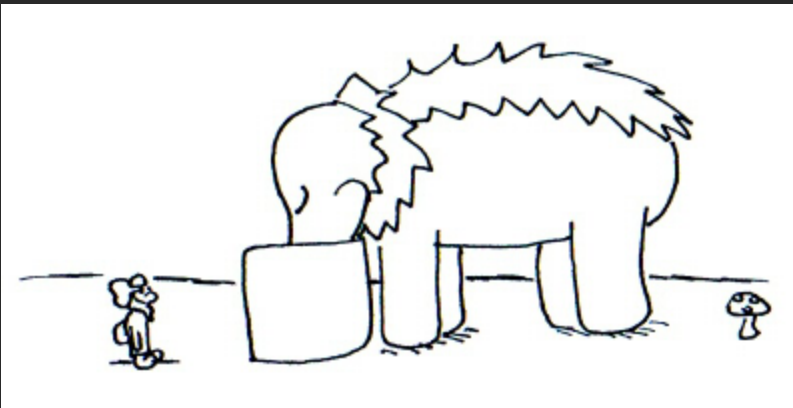


It takes you a few hours but you mine out some stones, craft them into a still and pot, and slowly shove the dwarven wine [15] in front of the large beast. He continues to slurp and guzzle until your vat is empty. It takes 3 steps and begins grazing again. It doesn't seem phased by the large amount of alcohol. (Herbalist +1)

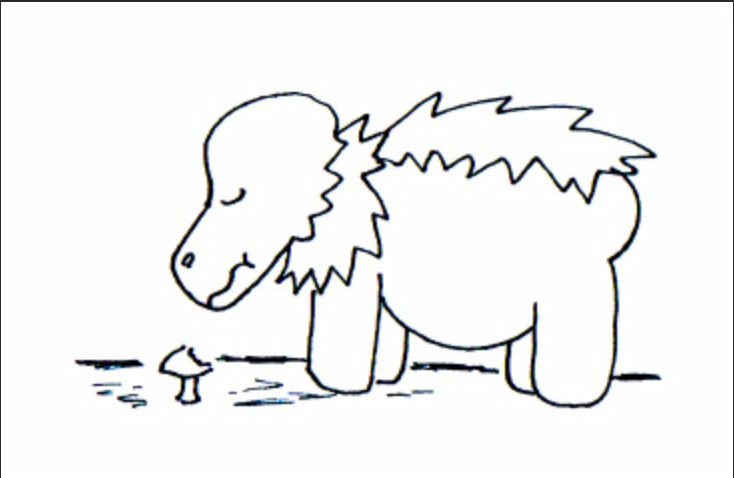
Title: **Re: the peasant dwarf**
Post by: **Ultimuh** on **December 12, 2012, 08:09:14 pm**

Keep going, either it will die of poisoning or it will eventually be so full it's stomach burst.

Title: **Re: the peasant dwarf**
Post by: **Brewster** on **December 12, 2012, 08:18:30 pm**



You take a few more hours and make another batch allowing the beast to have it's fill.



It takes 3 more wobbly steps and continues munching on tops of the mushrooms.

Title: **Re: the peasant dwarf**
Post by: **Ultimuh** on **December 12, 2012, 08:19:07 pm**

Uhm... now what?

Title: **Re: the peasant dwarf**
Post by: **anthony62490** on **December 12, 2012, 08:25:49 pm**

One more round should do it. Make it a strong batch this time!

Title: **Re: the peasant dwarf**
Post by: **Jellycat12** on **December 12, 2012, 08:28:15 pm**

[Quote from: anthony62490 on December 12, 2012, 08:25:49 pm](#)

One more round should do it. Make it a strong batch this time!

Yes. Every problem can be dealt with using enough booze. +1

Title: **Re: the peasant dwarf**
Post by: **Tevish Szat** on **December 12, 2012, 08:30:13 pm**

True, its steps WERE wobbly the last time. I agree with trying one more round of booze... though it's taking us a while to make it. How fast does a Draltha metabolize?

Title: **Re: the peasant dwarf**
Post by: **anthony62490** on **December 12, 2012, 08:36:17 pm**

Can dwarves brew absinthe? No animal could stand after a barrel of that.

Title: **Re: the peasant dwarf**
Post by: **xominxac** on **December 12, 2012, 08:36:55 pm**

I agree, 1 more round should do it if its extra strong and since the its wobbly. Nothing like exceptionally roasted Draltha marinated in fine dwarven wine.

Title: **Re: the peasant dwarf**
Post by: **Ultimuh** on **December 12, 2012, 08:40:25 pm**

Maybe put a strengthening rune on the tub it drinks from?

Title: **Re: the peasant dwarf**
Post by: **Jellycat12** on **December 12, 2012, 08:42:36 pm**

Quote from: Ultimuh on December 12, 2012, 08:40:25 pm

Maybe put a strengthening rune on the tub it drinks from?

A fine idea. *sips tea*

Title: **Re: the peasant dwarf**
Post by: **Brewster** on **December 12, 2012, 08:54:38 pm**



You wander off to find more plump helmets and you hear a 'bang!'
You sprint towards the location of the noise and find the draltha in a very dead condition.
Well done, you killed the beast!

Title: **Re: the peasant dwarf**
Post by: **IronTomato** on **December 12, 2012, 08:55:43 pm**

Bu...
OH MY GOD!

Title: **Re: the peasant dwarf**
Post by: **Ultimuh** on **December 12, 2012, 08:56:36 pm**

Proceed with skinning, butchering and/or tanning.

edit: Don't forget to spin that hair into thread as well.

Title: **Re: the peasant dwarf**
Post by: **IronTomato** on **December 12, 2012, 08:59:57 pm**

Quote from: Ultimuh on December 12, 2012, 08:56:36 pm

Proceed with skinning, butchering and/or tanning.

edit: Don't forget to spin that hair into thread as well.

Yeah, that's what I was thinking.
At the risk of my reputation being ruined, that's quite a disturbing way to kill a monster.

Title: **Re: the peasant dwarf**
Post by: **Tevish Szat** on **December 12, 2012, 09:04:47 pm**

Best to not look success in the mouth. Do the Butchering/Skinning/Tanning thing, then look for where our lizard friends wandered off to...

Title: **Re: the peasant dwarf**
Post by: **Scruffy** on **December 12, 2012, 09:08:43 pm**

I think that it's liver just popped.

Title: **Re: the peasant dwarf**
Post by: **Uthric** on **December 12, 2012, 09:35:02 pm**

Sweet, go find your blizzard friends and get your mount,

Start the butchering process, and try training your bird a bit more a war mount would be use full.

Don't forget, make crafts to trade we are trying to get good armor/weapons for are helpers.

Title: **Re: the peasant dwarf**
Post by: **NAV** on **December 12, 2012, 10:17:53 pm**

Maybe we could salvage that alcohol? I'm sure it's still good, didn't digest for very long.

Title: **Re: the peasant dwarf**
Post by: **anthony62490** on **December 12, 2012, 10:46:00 pm**

Quote from: NAV on December 12, 2012, 10:17:53 pm

Maybe we could salvage that alcohol? I'm sure it's still good, didn't digest for very long.

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **December 13, 2012, 02:40:59 am**

Draltha leather armor for your companions, draltha skull totem and draltha bone crafts to sell in the fortress, draltha hair thread to keep as an emergency supply should the need to suture wounds come up, and more draltha meat that you'll ever need. Feed the bird, your companions and yourself, pack as much of it on the bird and in your backpack as possible, give the rest to the lizardman tribe.

Title: **Re: the peasant dwarf**
Post by: **anthony62490** on **December 13, 2012, 02:48:40 am**

Quote from: Tirion on December 13, 2012, 02:40:59 am

Draltha leather armor for your companions, draltha skull totem and draltha bone crafts to sell in the fortress, draltha hair thread to keep as an emergency supply should the need to suture wounds come up, and more draltha meat that you'll ever need. Feed the bird, your companions and yourself, pack as much of it on the bird and in your backpack as possible, give the rest to the lizardman tribe.

+1, only try to trade the extra meat for supplies. We'll need weapons and armor.

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **December 13, 2012, 03:59:00 am**

Quote from: anthony62490 on December 13, 2012, 02:48:40 am

Quote from: Tirion on December 13, 2012, 02:40:59 am

Draltha leather armor for your companions, draltha skull totem and draltha bone crafts to sell in the fortress, draltha hair thread to keep as an emergency supply should the need to suture wounds come up, and more draltha meat that you'll ever need. Feed the bird, your companions and yourself, pack as much of it on the bird and in your backpack as possible, give the rest to the lizardman tribe.

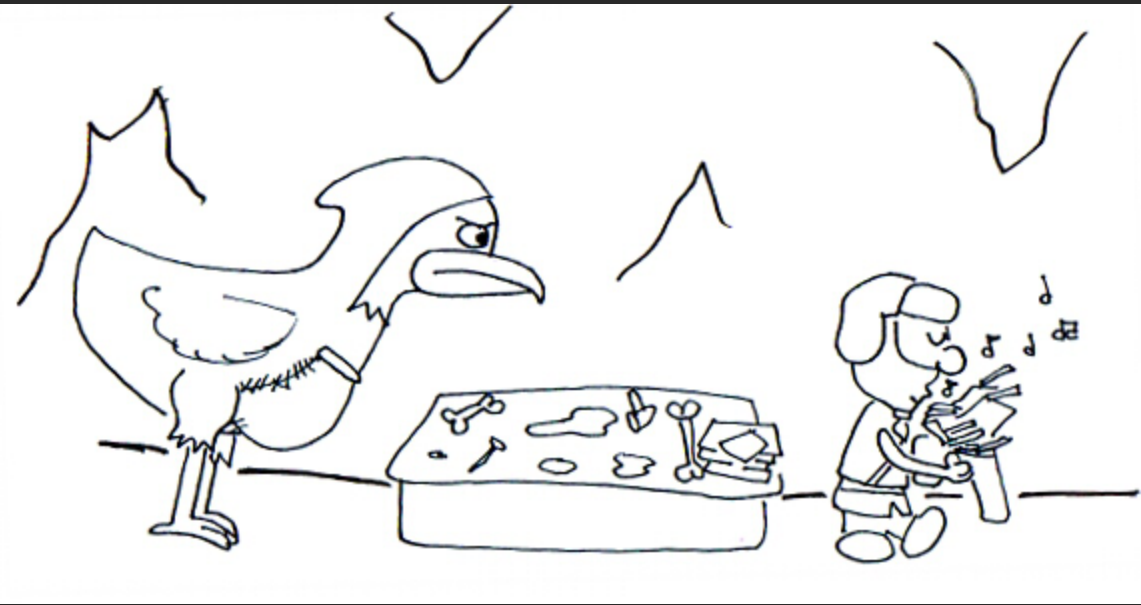
+1, only try to trade the extra meat for supplies. We'll need weapons and armor.

<http://dwarffortresswiki.org/index.php/Draltha>
You'll have 28-40 bone crafts, 1 totem, and 1 ivory craft, all with 3x value multiplier. Your Bonecarving will level up a few times. (As did your Brewing, I'm sure.) But yeah, steel weapons and armor cost a fortune, better sell the excess meat.

Title: **Re: the peasant dwarf**
Post by: **AfellowDwarf** on **December 13, 2012, 07:27:46 am**

Maybe we should turn a few bones into extra blowdarts for our lizard companion? Blowdarts are a lot smaller then bolts, so we should get be able to craft them at a pretty good rate.

Title: **Re: the peasant dwarf**
Post by: **Brewster** on **December 13, 2012, 07:58:23 am**



You spend many hours setting up a workshop and butchering the alcohol poisoned beast. You spend another few hours crafting wares from it's body parts. You do take the occasional sip from the floor of plumphelmet wine and eat a large chunk of the meat, but you still work half-dazed from being so tired. You begin whistling a tune of old to keep awake and begin hauling your wares to you lizard comrads... if you could just find where the hell they wandered off to.
(+2 bonecrafting +1 tanning +1 butcher +1 leatherworking)

Spoiler: Inventory (click to show/hide)

Your Person
deer leather cap, head
wolf leather armor, body
armadillo leather trousers, legs
sheep wool shoes, feet
cave spider silk backpack, back
- Mountainhome map
- iron dagger
- granite bracelet
- WallPoke The Bone of Terror
- Sparklegem
- cave map
- Heavyfeather the merchant of rope
- draltha hair thread [1]
- draltha totem [1]
Touch of Delayed Sickness, right hand first finger
draltha leather armor[2], hauling
draltha bone dart [69], hauling

female lizard
nether-cap blowgun, left hand
nether-cap darts [25], right hand

male lizard
tunnel tube spear, left hand

jabberer
forgotten beast leather armor, body

- silver ore [10]
- draltha meat [69]
Spoiler: [STATS](#) (click to show/hide)
Name: 🐼

hunger: 7/7
thirst: 7/7
energy: 1/7
happiness: 4/7

- 10 runesmith
- 11 mining
- 5 bonecrafting
- 2 engraver
- 2 stonecrafting
- 3 butcher
- 2 tanning
- 1 brewing
- 2 leatherworking
- 4 ambusher
- 1 animal training
- 1 herbalist
- 9 fighting
- 3 observer
- 9 dodge
- 1 riding
- 1 misc. object user

Companions: lizardman (male), lizardman (female)
Friends: lizardmen
Neutral: cave raccoons
Nemesis: drunkard : stark raving mad

Title: **Re: the peasant dwarf**
Post by: **anthony62490** on **December 13, 2012, 09:58:24 am**

Our birdlike friend doesn't look too pleased. But his belly DOES look full. Maybe he overate. I think it's about time for us both to sleep off these events. Hopefully the lizards haven't abandoned us.
Let's find a safe place to nap. Just be sure to hide the crafted items before we doze off. Don't want any thieving critters finding them before we wake up.

Title: **Re: the peasant dwarf**
Post by: **AfellowDwarf** on **December 13, 2012, 10:22:21 am**

We should examine the jabberer before we go to sleep, even though we haven't got any ranks in diagnoser. We don't want him to pop.

Title: **Re: the peasant dwarf**
Post by: **xominxac** on **December 13, 2012, 11:31:57 am**

We should head back to the nest he made if it isn't too far and sleep for a bit.

Title: **Re: the peasant dwarf**
Post by: **chevil** on **December 13, 2012, 11:38:19 am**

Quote from: AfellowDwarf on December 13, 2012, 10:22:21 am
We should examine the jabberer before we go to sleep, even though we haven't got any ranks in diagnoser. We don't want him to pop.
I think that bulge on his stomach is just a pocket full of meat and sliver.

Title: **Re: the peasant dwarf**
Post by: **AfellowDwarf** on **December 13, 2012, 12:00:48 pm**

Quote from: chevil on December 13, 2012, 11:38:19 am
I think that bulge on his stomach is just a pocket full of meat and sliver.
Did we even remember to feed him?

Title: **Re: the peasant dwarf**
Post by: **anthony62490** on **December 13, 2012, 12:22:05 pm**

Quote from: AfellowDwarf on December 13, 2012, 12:00:48 pm
Did we even remember to feed him?
He's still pretty wild, I imagine he would have helped himself.

Title: **Re: the peasant dwarf**
Post by: **Tevish Szat** on **December 13, 2012, 01:36:05 pm**

- 1) Make sure Jabberer is fed and not inclined to kill us in our sleep
- 2) Sleep.

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **December 13, 2012, 03:47:31 pm**

yes. feed it.

Title: **Re: the peasant dwarf**
Post by: **Uthric** on **December 13, 2012, 09:54:52 pm**

+1 feed the bird and head back to the tavern, I'm sure that's where are helpers wondered off to.

Title: **Re: the peasant dwarf**
Post by: **AfellowDwarf** on **December 14, 2012, 04:05:25 am**

Quote from: Uthric on December 13, 2012, 09:54:52 pm
+1 feed the bird and head back to the tavern, I'm sure that's where are helpers wondered off to.

If the tavern isn't too far, that's our best bet. We don't want to fall asleep while riding, though. We could end up somewhere we don't know of, or crash.

Title: Re: the peasant dwarf
Post by: Tirion on December 14, 2012, 07:24:44 am

Feed bird, sleep, track down helpers (tracker skill is useful.)

Title: Re: the peasant dwarf
Post by: gchristopher on December 14, 2012, 02:35:41 pm

I like the Jabberer more than our dwarf. I vote to make the bird the protagonist.

Title: Re: the peasant dwarf
Post by: Tirion on December 14, 2012, 02:49:02 pm

Quote from: gchristopher on December 14, 2012, 02:35:41 pm
I like the Jabberer more than our dwarf. I vote to make the bird the protagonist.

I like it. "They are fools, you should eat them!" would be a viable dialogue option.

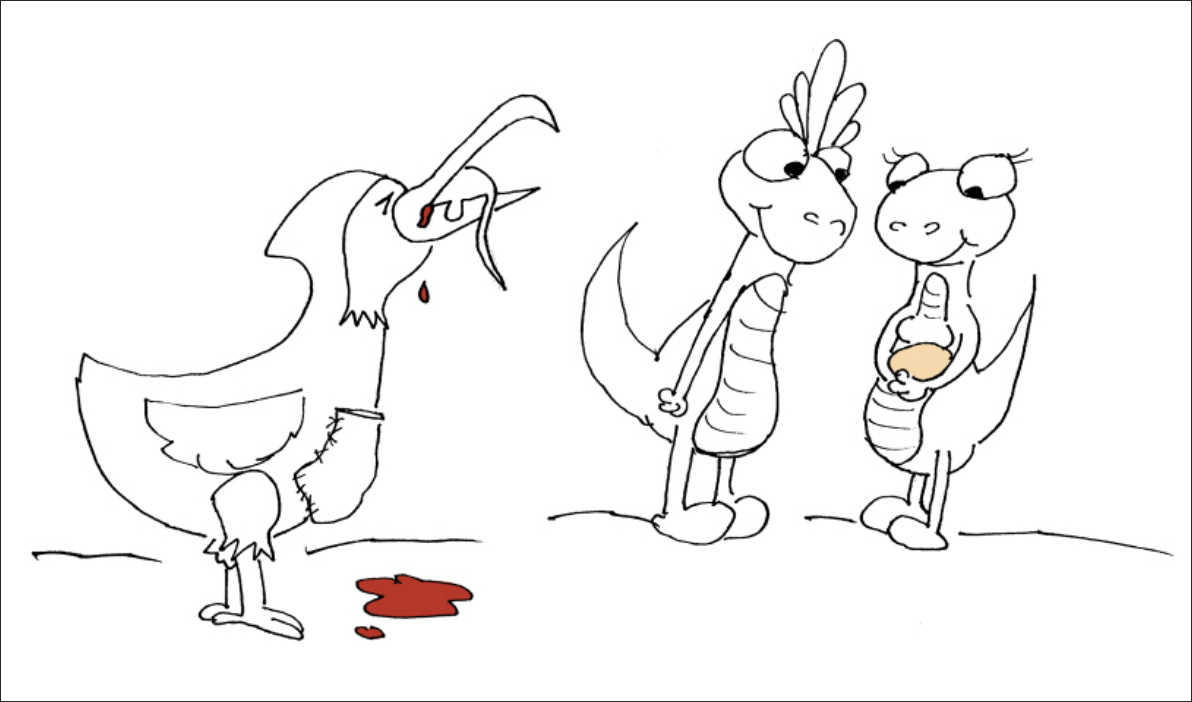
Title: Re: the peasant dwarf
Post by: Ultimuh on December 14, 2012, 02:51:00 pm

Quote from: Tirion on December 14, 2012, 02:49:02 pm
Quote from: gchristopher on December 14, 2012, 02:35:41 pm
I like the Jabberer more than our dwarf. I vote to make the bird the protagonist.

I like it. "They are fools, you should eat them!" would be a viable dialogue option.

I would disagree.. We started with a Dwarf and we will finish with a Dwarf.

Title: Re: the peasant dwarf
Post by: Brewster on December 14, 2012, 03:54:37 pm



You turn towards your mount and take note as you watch a large rat slides down it's throat that you do not need to feed him, he is self sufficient. You soon find your lizard companions and notice that they too have been busy crating something.

Title: Re: the peasant dwarf
Post by: anthony62490 on December 14, 2012, 04:10:14 pm

I wonder what effect the alcohol will have on the future Lizardkid?

Title: Re: the peasant dwarf
Post by: Jellycat12 on December 14, 2012, 04:12:36 pm

Why does the female have breasts? I mean, LIZARDS?

Title: Re: the peasant dwarf
Post by: Tirion on December 14, 2012, 04:31:15 pm

Quote from: Jellycat12 on December 14, 2012, 04:12:36 pm
Why does the female have breasts? I mean, LIZARDS?

It lacks nipples, so it's not a breast per se. My guess is it's fat storage, female only- habitual egg-laying sounds like something they need a nutrient reservoir for.

Title: Re: the peasant dwarf
Post by: Jellycat12 on December 14, 2012, 04:37:49 pm

Quote from: Tirion on December 14, 2012, 04:31:15 pm
Quote from: Jellycat12 on December 14, 2012, 04:12:36 pm
Why does the female have breasts? I mean, LIZARDS?

It lacks nipples, so it's not a breast per se. My guess is it's fat storage, female only- habitual egg-laying sounds like something they need a nutrient reservoir for.

I suppose...

Title: **Re: the peasant dwarf**
Post by: **Captain Xenon** on **December 14, 2012, 04:45:29 pm**

i vote we return to either the Inn or the lizardpeople camp, and then sleep. we are gettin quite tired after all.

after we rest, it may be a good idea to engrave some minecart tracks from the inn to the fort, to increase traffic.

Title: **Re: the peasant dwarf**
Post by: **Scruffy** on **December 14, 2012, 05:10:54 pm**

It happened. It really did.
This can either mean two things:

- 1.An army of tame lizard babies
- 2.Breakfast

Title: **Re: the peasant dwarf**
Post by: **IronTomato** on **December 14, 2012, 06:02:43 pm**

Quote from: Scruffy on December 14, 2012, 05:10:54 pm

It happened. It really did.
This can either mean two things:

- 1.An army of tame lizard babies
- 2.Breakfast

- 3. Slaves to Peasant: God of Beards
- Chapter II: Lizard Fortress

Title: **Re: the peasant dwarf**
Post by: **Uthric** on **December 14, 2012, 06:27:21 pm**

Sleep

then go exchange are helpers for less defective ones.

Or head to the. Fort and higher a real dwarf solder with all the stuff we made.

Title: **Re: the peasant dwarf**
Post by: **NAV** on **December 14, 2012, 09:39:30 pm**

Sleep in tavern, travel back to fort, buy 3-person chariot/minecart, ride nonstop to the old fort. Let's get this plot moving!
(also see if we can find that girl who taught us runecarving)

Title: **Re: the peasant dwarf**
Post by: **Scruffy** on **December 14, 2012, 11:53:48 pm**

Oh no, she took the egg out of the nestbox! That means that it will never hatch! Oh, horror!

Title: **Re: the peasant dwarf**
Post by: **Ultimuh** on **December 15, 2012, 01:40:00 am**

Quote from: Scruffy on December 14, 2012, 11:53:48 pm

Oh no, she took the egg out of the nestbox! That means that it will never hatch! Oh, horror!

Stop putting DF logic into this thing! >_<

Title: **Re: the peasant dwarf**
Post by: **AfellowDwarf** on **December 15, 2012, 06:00:15 am**

Quote from: Uthric on December 14, 2012, 06:27:21 pm

then go exchange are helpers for less defective ones.

It's a function, not a flaw. Think of how many lizards we'll have next decade!

I say we leave them in the tavern to look after their egg, for now, and get some metal weapons from the home fortress. After sleeping. Maybe we should trade for a wooden training axe so that we can make a wooden minecart for carrying the lizards. (And any other wooden stuff we'd like; bucklers, blowdarts, crossbows etc. There are enough underground trees here.)

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **December 15, 2012, 09:07:37 am**

good idea. we can see if we can dig out a room near the fort for mr. huge bird here.

Title: **Re: the peasant dwarf**
Post by: **anthony62490** on **December 15, 2012, 11:25:12 am**

Why would we take the effort to carve out a cave when we're already about to pass out? Let's just find a safe enough crop of rocks and get on our way.

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **December 15, 2012, 11:27:10 am**

so we can stash the bird

Title: **Re: the peasant dwarf**
Post by: **AfellowDwarf** on **December 15, 2012, 03:20:37 pm**

Quote from: anthony62490 on December 15, 2012, 11:25:12 am

Why would we take the effort to carve out a cave when we're already about to pass out? Let's just find a safe enough crop of rocks and get on our way.

He means for when we get our metal at the fort, after sleeping.

Title: **Re: the peasant dwarf**
Post by: **Uthric** on **December 15, 2012, 06:35:37 pm**

Tavern

Sleep

Now

Then trade junk for good armor.

Title: **Re: the peasant dwarf**
Post by: **AfellowDwarf** on **December 17, 2012, 12:22:18 pm**

Maybe we could sleep on the jabberer while the male lizard leads him back to the tavern, and the female cares for the egg?
Edit: We surely need to give our lizards their armor before we go anywhere, or sleep. Just in case. If we sleep out in the open, we'll need a roulating watch. No one likes waking up naked amidst badger tracks, or dead.

Title: **Re: the peasant dwarf**
Post by: **Uthric** on **December 17, 2012, 10:19:34 pm**

What's this? On the 2nd page again!

Title: **Re: the peasant dwarf**
Post by: **gman8181** on **December 17, 2012, 10:28:38 pm**

Great story

Title: **Re: the peasant dwarf**
Post by: **anthony62490** on **December 18, 2012, 11:37:16 am**

Quote from: AfellowDwarf on December 17, 2012, 12:22:18 pm

Maybe we could sleep on the jabberer while the male lizard leads him back to the tavern, and the female cares for the egg?
Edit: We surely need to give our lizards their armor before we go anywhere, or sleep. Just in case. If we sleep out in the open, we'll need a rotating watch. No one likes waking up naked amidst badger tracks, or dead.

+1

I would support this idea. Let's get some sleep and get back to safety.

Title: **Re: the peasant dwarf**
Post by: **AfellowDwarf** on **December 18, 2012, 01:52:34 pm**

Quote from: anthony62490 on December 18, 2012, 11:37:16 am

I would support this idea. Let's get some sleep and get back to safety.

Do you mean sleeping on the jabberer or having a rotating watch?

Title: **Re: the peasant dwarf**
Post by: **anthony62490** on **December 18, 2012, 05:33:42 pm**

Oh, pardon me. I would support trying to sleep on the bird. The lizards look pretty well rested.

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **December 18, 2012, 05:47:33 pm**

Sleeping while you move sounds like a good way to get lost.

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **December 18, 2012, 05:51:32 pm**

LIZARDS! [/endsingsongvoice]

Title: **Re: the peasant dwarf**
Post by: **AfellowDwarf** on **December 19, 2012, 11:04:21 am**

Quote from: Tirion on December 18, 2012, 05:47:33 pm

Sleeping while you move sounds like a good way to get lost.

Well, the lizards will probably know their way to the tavern. We've seen a few find their own way there, and ours knew the way to our current location.

Title: **Re: the peasant dwarf**
Post by: **anthony62490** on **December 21, 2012, 04:05:06 am**

Quote from: AfellowDwarf on December 19, 2012, 11:04:21 am

Quote from: Tirion on December 18, 2012, 05:47:33 pm

Sleeping while you move sounds like a good way to get lost.

Well, the lizards will probably know their way to the tavern. We've seen a few find their own way there, and ours knew the way to our current location.

Yeah, that sounds good. Sure, this may be an opportunity for the OP to screw us royally, but you really have to ask yourself: Do we want to be smart, or do we want to play a game?

Title: **Re: the peasant dwarf**
Post by: **Cinder** on **December 21, 2012, 04:23:04 am**

Gain sentence. Suppress your chaotic thoughts into voices and develop your own.

Title: **Re: the peasant dwarf**
Post by: **NAV** on **December 21, 2012, 10:14:51 am**

It's been 7 days since an update

Title: **Re: the peasant dwarf**
Post by: **Cinder** on **December 21, 2012, 10:20:03 am**

Advice: Check stuffs like this after a month. Always works.

Title: **Re: the peasant dwarf**
Post by: **AfellowDwarf** on **December 21, 2012, 02:43:55 pm**

Quote from: Objective on December 21, 2012, 10:20:03 am
Advice: Check stuffs like this after a month. Always works.

You'll miss a lot of imput that way, though.

Title: **Re: the peasant dwarf**
Post by: **Beenoc** on **December 24, 2012, 01:01:13 pm**

DAT BUMP

Title: **Re: the peasant dwarf**
Post by: **AfellowDwarf** on **December 27, 2012, 07:14:29 am**

Maybe we should ask the female lizard look for new underground crops. You know, so nobody gets a bad thought from constantly consuming plump products.

Title: **Re: the peasant dwarf**
Post by: **Ultimuh** on **December 27, 2012, 07:37:20 am**

Quote from: AfellowDwarf on December 27, 2012, 07:14:29 am
You know, so nobody gets a bad thought from constantly consuming plump products.

Engrave ALL THE WALLS of the tavern with masterful engravings to cancel this out.
(Such as how you valiantly defeated the octopus monster.)

Title: **Re: the peasant dwarf**
Post by: **AfellowDwarf** on **December 27, 2012, 10:57:05 am**

Quote from: Ultimuh on December 27, 2012, 07:37:20 am
Engrave ALL THE WALLS of the tavern with masterful engravings to cancel this out.

Our engraving skill is two. That equals dabbling. Unless we plan to engrave most of the cavern with what'll probably be ourselves engraving walls, we're not going to get too many masterfuls.

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **December 27, 2012, 11:05:25 am**

we need to find some new plants...

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **December 27, 2012, 11:15:52 am**

Quote from: AfellowDwarf on December 27, 2012, 10:57:05 am
Quote from: Ultimuh on December 27, 2012, 07:37:20 am
Engrave ALL THE WALLS of the tavern with masterful engravings to cancel this out.

Our engraving skill is two. That equals dabbling. Unless we plan to engrave most of the cavern with what'll probably be ourselves engraving walls, we're not going to get too many masterfuls.

Then it is smoothing and gem window time! Neither of those require skill levels.

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **December 27, 2012, 11:24:28 am**

and smoothing is required for engraving.

Title: **Re: the peasant dwarf**
Post by: **AfellowDwarf** on **December 27, 2012, 02:41:16 pm**

Quote from: Tirion on December 27, 2012, 11:15:52 am
Then it is smoothing and gem window time! Neither of those require skill levels.

Smoothing is fine, but remember that we can use gems for far better things then windows.

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **December 27, 2012, 02:52:58 pm**

like making lights for the place.

Title: **Re: the peasant dwarf**
Post by: **AfellowDwarf** on **December 27, 2012, 03:17:09 pm**

Quote from: Aseaheru on December 27, 2012, 02:52:58 pm
like making lights for the place.

I was thinking more of upgrading the stuff we'll eventually buy. Still, beds that light up when you sleep on them might be nice.

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **December 27, 2012, 03:19:27 pm**

i just meant lighs for the tavern.

can we make it a inn?

Title: **Re: the peasant dwarf**
Post by: **AfellowDwarf** on **December 27, 2012, 03:25:02 pm**

Quote from: Aseaheru on December 27, 2012, 03:19:27 pm

i just meant lighs for the tavern.

What I'm saying is that we shouldn't waste gems on the tavern. It'll be more usefull in our equipment.

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **December 27, 2012, 03:34:01 pm**

ah, but if we improve the tavern we might be earning gems.

Title: **Re: the peasant dwarf**
Post by: **xominxac** on **December 27, 2012, 07:41:29 pm**

Are we still trying to figure out what we want him to do?

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **December 27, 2012, 08:10:54 pm**

no. we are filling this thread with fluf while we wait for a month of instructions to be possessed.

Title: **Re: the peasant dwarf**
Post by: **AfellowDwarf** on **December 29, 2012, 07:18:13 am**

Quote from: Aseaheru on December 27, 2012, 08:10:54 pm

no. we are filling this thread with fluf while we wait for a month of instructions to be possessed.

Aye. It's better then pages full of bumps.

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **December 29, 2012, 12:45:21 pm**

true that.

Title: **Re: the peasant dwarf**
Post by: **anthony62490** on **December 29, 2012, 02:44:45 pm**

Perhaps we need to draft another artist?

Title: **Re: the peasant dwarf**
Post by: **AfellowDwarf** on **December 29, 2012, 06:33:34 pm**

Quote from: anthony62490 on December 29, 2012, 02:44:45 pm

Perhaps we need to draft another artist?

That'd be a little jerk-ish, I think.

Title: **Re: the peasant dwarf**
Post by: **anthony62490** on **December 29, 2012, 10:43:49 pm**

Yeah, you're probably right. :/

Title: **Re: the peasant dwarf**
Post by: **gman8181** on **December 29, 2012, 11:13:37 pm**

I kind of like how the art style goes with the story anyway. Look on the bright side, the story may take a long time but at least it won't end any time soon :D

Title: **Re: the peasant dwarf**
Post by: **Sappho** on **December 31, 2012, 04:25:44 am**

So the question is really whether we trust our lizardmen to keep us safe while we sleep. If so, we can sleep en route to the next fortress, or at least get them to take us to the tavern if we don't make it before we fall asleep. If not, we should find a way to keep our stuff and our beastie safe while we take a nap right on the floor.

On the other hand, we're tired enough that if we try to do *anything* else we're likely to just pass out anyway. And I'm not sure how we'd keep anything safe while unconscious. So maybe we have no choice but to trust the lizardmen even if we don't travel while sleeping. The male and the female seem pretty cool, but I saw that egg eyeing our gems.

Title: **Re: the peasant dwarf**
Post by: **AfellowDwarf** on **December 31, 2012, 05:03:17 am**

Quote from: Sappho on December 31, 2012, 04:25:44 am

So the question is really whether we trust our lizardmen to keep us safe while we sleep.

If we sleep inthe tavern, our lizardmen will still be able to rob us. Moreso if we sleep on the floor. If we sleep on the jabberer, our items are stored on something that can eat them and wake us up.

Title: **Re: the peasant dwarf**
Post by: **tomio175** on **December 31, 2012, 01:40:32 pm**

A dwarf and two lizardmen walk into a bar..

Sleep in tavern.

Title: **Re: the peasant dwarf**
Post by: **AfellowDwarf** on **December 31, 2012, 04:41:08 pm**

Quote from: tomio175 on December 31, 2012, 01:40:32 pm

A dwarf and two lizardmen walk into a bar...

The peasant collides with the bar!
The peasant is propelled by the force of the blow!
The peasant's head skids along the ground, bruising the brain through the skull!
The peasant looks sick!

I think not!

Title: **Re: the peasant dwarf**

Post by: **slowpokez** on **January 04, 2013, 11:39:47 am**



Brewster said he'd be back once he was done with the holiday festivities ???... Makes you question how long the new year celebrations goes on up in Scotland :P

Title: **Re: the peasant dwarf**

Post by: **Volfgarix** on **January 04, 2013, 03:10:35 pm**

Good art, slowpokez. You did it in digital program or by pencil drawing first?

Title: **Re: the peasant dwarf**

Post by: **xominxac** on **January 04, 2013, 04:30:16 pm**

You did forget one small detail though, wheres the egg?

Title: **Re: the peasant dwarf**

Post by: **AfellowDwarf** on **January 04, 2013, 05:26:51 pm**

[Quote from: xominxac on January 04, 2013, 04:30:16 pm](#)
You did forget one small detail though, wheres the egg?

The male also lost the feathery thing on his head. It's nice art, though.

Title: **Re: the peasant dwarf**
Post by: **Aseaheru** on **January 04, 2013, 10:39:22 pm**

can you make one of the inn?

Title: **Re: the peasant dwarf**
Post by: **slowpokez** on **January 08, 2013, 01:12:50 am**

Quote from: Volfgarix on January 04, 2013, 03:10:35 pm
Good art, slowpokez. You did it in digital program or by pencil drawing first?

Nah, just paint and Gimp for layering.
Quote from: AfellowDwarf on January 04, 2013, 05:26:51 pm

Quote from: xominoxac on January 04, 2013, 04:30:16 pm
You did forget one small detail though, wheres the egg?
The male also lost the feathery thing on his head. It's nice art, though.

You two sure are picky, eh?
Quote from: Aseaheru on January 04, 2013, 10:39:22 pm

can you make one of the inn?

Seems kinda pointless now that Brewster didnt show up :P

Well, as it seems that Brewster aint showing up I was thinking I could do somwthing simillar, any thoughts on the matter?

Title: **Re: the peasant dwarf**
Post by: **AfellowDwarf** on **January 08, 2013, 10:13:17 am**

Quote from: slowpokez on January 08, 2013, 01:12:50 am
Quote from: AfellowDwarf on January 04, 2013, 05:26:51 pm
Quote from: xominoxac on January 04, 2013, 04:30:16 pm
You did forget one small detail though, wheres the egg?
The male also lost the feathery thing on his head. It's nice art, though.
You two sure are picky, eh?

Hey, no offence. The art is great.

Quote from: slowpokez on January 08, 2013, 01:12:50 am
Well, as it seems that Brewster aint showing up I was thinking I could do somwthing simillar, any thoughts on the matter?

I've got nothing against it. Perhaps you could try a different set-up.

Title: **Re: the peasant dwarf**
Post by: **xominoxac** on **January 08, 2013, 01:14:37 pm**

Quote from: AfellowDwarf on January 08, 2013, 10:13:17 am
Quote from: slowpokez on January 08, 2013, 01:12:50 am
Quote from: AfellowDwarf on January 04, 2013, 05:26:51 pm
Quote from: xominoxac on January 04, 2013, 04:30:16 pm
You did forget one small detail though, wheres the egg?
The male also lost the feathery thing on his head. It's nice art, though.
You two sure are picky, eh?
Hey, no offence. The art is great.

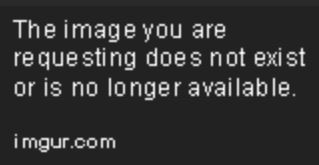
Quote from: slowpokez on January 08, 2013, 01:12:50 am

Yeah I have nothing against the art, It is indeed very good and I simply wanted to point it out.

Title: **Re: the peasant dwarf**
Post by: **slowpokez** on **January 08, 2013, 01:15:50 pm**

Quote from: xominoxac on January 08, 2013, 01:14:37 pm
Quote from: AfellowDwarf on January 08, 2013, 10:13:17 am
Quote from: slowpokez on January 08, 2013, 01:12:50 am
Quote from: AfellowDwarf on January 04, 2013, 05:26:51 pm
Quote from: xominoxac on January 04, 2013, 04:30:16 pm
You did forget one small detail though, wheres the egg?
The male also lost the feathery thing on his head. It's nice art, though.
You two sure are picky, eh?
Hey, no offence. The art is great.
Quote from: slowpokez on January 08, 2013, 01:12:50 am
Yeah I have nothing against the art, It is indeed very good and I simply wanted to point it out.
:P

Title: **Re: the peasant dwarf**
Post by: **Brewster** on **January 08, 2013, 07:18:18 pm**



You haul your entourage to your tavern and spend quit awhile sleeping. Apparently the lizardpeople don't sleep as much as you, as you often find them staring at you sleeping... weird. You sleep anyways, and have wonderful dreams of happy holidays with family and friends. You wake from your restful slumber, refreshed and anew!"Where to?" you companions ask.

Title: **Re: the peasant dwarf**
Post by: **IronTomato** on **January 08, 2013, 08:49:49 pm**

I have the strange feeling that they want to kill the peasant in his sleep. We gotta get rid of 'em! (Sharpens knife)

Title: **Re: the peasant dwarf**
Post by: **NAV** on **January 08, 2013, 11:12:19 pm**

NOOOOO don't kill the lizard friends! Anyways, go to the fort, buy lots of food, drink, armour, and a badass war chariot. Then go to the abandoned fort and look for runes.

Title: **Re: the peasant dwarf**
Post by: **xominxac** on **January 09, 2013, 12:48:58 am**

[Quote from: NAV on January 08, 2013, 11:12:19 pm](#)
NOOOOO don't kill the lizard friends! Anyways, go to the fort, buy lots of food, drink, armour, and a badass war chariot. Then go to the abandoned fort and look for runes.

I agree with continuing on to the old fort. It's good to see your back.

Title: **Re: the peasant dwarf**
Post by: **anthony62490** on **January 09, 2013, 03:22:21 am**

[Quote from: xominxac on January 09, 2013, 12:48:58 am](#)
[Quote from: NAV on January 08, 2013, 11:12:19 pm](#)
NOOOOO don't kill the lizard friends! Anyways, go to the fort, buy lots of food, drink, armour, and a badass war chariot. Then go to the abandoned fort and look for runes.
I agree with continuing on to the old fort. It's good to see your back.
+2

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **January 09, 2013, 07:23:35 am**

Glad you're back. I agree, go to old fort, sell or process silver ore, get decent armor.

Title: **Re: the peasant dwarf**
Post by: **AfellowDwarf** on **January 09, 2013, 10:53:34 am**

Whoo! An update.

I believe the old fort is what we used to call the place where the dwarves migrated from. I might be wrong though. Either way, I'm for going to the dwarf-populated fort where we grew up, to get weapons or something. I'd still suggest to leave our lizards in tavern while we visit the dwarves. Maybe give them a bit of meat so they don't have to worry about that?

On a side note, I believe should go into a strange mood and make some manner of blade-hiding bracers for our lizards. Just make sure we put enough finger holes in it.

Title: **Re: the peasant dwarf**
Post by: **slowpokez** on **January 09, 2013, 11:00:13 am**

[Quote from: Tirion on January 09, 2013, 07:23:35 am](#)
Glad you're back. I agree, go to old fort, ~~sell~~ or process silver ore, get decent armor.

Silver armor...seems legit...



[spoiler]

:P :P :P
[/spoiler]

Title: **Re: the peasant dwarf**
Post by: **AfellowDwarf** on **January 09, 2013, 12:15:32 pm**

[Quote from: slowpokez on January 09, 2013, 11:00:13 am](#)

Silver armor...seems legit...

I like the looks.
However, silver is probably not great at protecting you. Or at least not that much better then half-value copper(or iron if we're going fancy), which- by the way, is lighter and can be obtained from an experienced dwarven smith, rather then a freelance peasant. They probably won't have lizard-sized armor though, unless we're at war with the humans.

Edit: Have we collected our share of the taverns profits yet?

Title: **Re: the peasant dwarf**
Post by: **slowpokez** on **January 09, 2013, 12:53:34 pm**

[Quote from: AfellowDwarf on January 09, 2013, 12:15:32 pm](#)

[Quote from: slowpokez on January 09, 2013, 11:00:13 am](#)

Silver armor...seems legit...

I like the looks.
However, silver is probably not great at protecting you. Or at least not that much better then half-value copper(or iron if we're going fancy), which- by the way, is lighter and can be obtained from an experienced dwarven smith, rather then a freelance peasant. They probably won't have lizard-sized armor though, unless we're at war with the humans.

I can't tell if you're being ironic or not but you realise that silver armor would be utterly useless against anything more then a push from a fluffywambler right? :P
And let's not even talk about how impractical it would be :D
But it makes up for it in swag. Big time.

Title: **Re: the peasant dwarf**
Post by: **AfellowDwarf** on **January 09, 2013, 01:24:13 pm**

[Quote from: slowpokez on January 09, 2013, 12:53:34 pm](#)

But it makes up for it in swag. Big time.

Hmm. Good point. Silver armor it is.

By the way, I wasn't being ironic.

Edit: How about we pick up a few picks for our lizards, if they're cheap enough? Could be usefull if we need emergency mining. Adding to that, I still think a wooden training axe would be usefull(Alternatively, we could buy raw wood and craft it into one. Quality levels won't matter.)

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **January 09, 2013, 02:58:16 pm**

What I meant is taking the silver ore into the fortress, process it, and sell the end result. It'll probably go for more than the silver ore, even if you only smelted it into bars.

Title: **Re: the peasant dwarf**
Post by: **AfellowDwarf** on **January 09, 2013, 03:13:10 pm**

Quote from: Tirion on January 09, 2013, 02:58:16 pm

It'll probably go for more than the silver ore, even if you only smelted it into bars.

We should take the bars to a silver-loving dwarf and threaten to forge them into swords if he doesn't buy them at a high price.

Title: **Re: the peasant dwarf**
Post by: **arclance** on **January 09, 2013, 03:48:58 pm**

Quote from: slowpokez on January 09, 2013, 12:53:34 pm

But it makes up for it in swag. Big time.

Go for silver plated armor, protects you and looks good.

Title: **Re: the peasant dwarf**
Post by: **Tevish Szat** on **January 09, 2013, 04:27:59 pm**

Steel Armor decorated with Silver. Best of both worlds. We can also certainly gem and rune it.

Title: **Re: the peasant dwarf**
Post by: **AfellowDwarf** on **January 09, 2013, 04:38:39 pm**

Quote from: Tevish Szat on January 09, 2013, 04:27:59 pm

Steel Armor decorated with Silver. Best of both worlds. We can also certainly gem and rune it.

We've got some silver ore, not raw adamantine. Steel is expensive, and I suspect our runecrafting won't work that well with cheap gems. And we still need a decent spear for our lizard companion.

Title: **Re: the peasant dwarf**
Post by: **Cinder** on **January 09, 2013, 05:54:07 pm**

Iron armor with silver on the surface would be both cool and practical.

Title: **Re: the peasant dwarf**
Post by: **AfellowDwarf** on **January 09, 2013, 06:16:45 pm**

Quote from: Objective on January 09, 2013, 05:54:07 pm

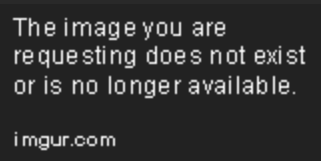
Iron armor with silver on the surface would be both cool and practical.

It's the best of two worlds.

Though, we could also go for some silver plated steel once we've raided the old fort, since there should be plenty of goods in there, and trade the silver coating for supplies now.

We'll also need something to to keep liquer in. We don't want to get thirsty in the old fort.

Title: **Re: the peasant dwarf**
Post by: **Brewster** on **January 09, 2013, 08:12:32 pm**



You start your journey back to the Mountainhome. You continue your lessons on learning the lizardspeak. The female lizard continues to keep the egg secure and warm. The jabberer follows at a slow steady pace behind the group. Every so often you hear it sprint off, the jingle of silver ore in it's pouch ting-ing around, while it hunts an unseen prey, catching up with your group licking blood off it's beak. Eventually you reach the Mountainhome entrance and are greeted with "Halt! Drop your weapons!!" You try a friendly smile and wave, but that gets you no-where.

Title: **Re: the peasant dwarf**
Post by: **xominxac** on **January 09, 2013, 08:40:31 pm**

Bribe your way in with a little of the silver.

Title: **Re: the peasant dwarf**
Post by: **AfellowDwarf** on **January 09, 2013, 08:49:26 pm**

I think we should either

-Tell the guard we're here to trade. Traders are allowed mounts and guards, right? If he isn't convinced of our good-will, we can craft a jug at a safe distance, and gift him wine.

-Tell the guard that the miners guild leader can identify us as a civilian. The lizards and jabberer should stay back in this scenario, so that they don't scare him.

-Move away from the guard and mine at random, not being careful about weither we'll collapse the ceiling on top of someone who happens to basicly have the equipment we want in the process. We could also practice our masonry with the excess stone if we do this, perhaps by making a coffin?

Title: **Re: the peasant dwarf**
Post by: **NAV** on **January 09, 2013, 08:51:13 pm**

Glare menacingly. Instruct lizards and jabberer to do the same.

Title: **Re: the peasant dwarf**
Post by: **AfellowDwarf** on **January 09, 2013, 08:53:13 pm**

If we say anything to the guard, we should attempt to use dwarf-talk before talking to him in lizard-speech, by the way.

Edit: If the guard is wearing a copper cap, we could trick him into turning around; our runed pick should be able to get through it and knock him unconcious. We'll be able to take all his stuff, then kidnap him. He's bound to wear a shirt that we can tie him up with.

Edit2: ~~The biggest problem with attacking here is the supplies we'll lose access to. We don't have an axe, which means we can't get wood, which prevents us from building one ourselves, along with every metal or wooden object. Unless we're digging down to the magma, but that'll be trouble. If we don't risk our lives by playing with the magma sea, we can only get scraps and animal product gear if we become enemies with the fort.~~ How did I forget about coal, anyway?

Title: **Re: the peasant dwarf**
Post by: **NAV** on **January 09, 2013, 11:41:17 pm**

He's just doing his job. His job is to stop strange things from the caverns entering the fort. Mugging and kidnapping him isn't right. Trying to convince him we are merchants would probably be the best solution. It's not even lying!

Btw, could we try looking for that dwarf who taught us runesmithing?

Title: **Re: the peasant dwarf**
Post by: **anthony62490** on **January 10, 2013, 12:21:42 am**

Quote from: NAV on January 09, 2013, 11:41:17 pm

He's just doing his job. His job is to stop strange things from the caverns entering the fort. Mugging and kidnapping him isn't right.

Agreed. It's just a formality. We should just tell him the truth. We've managed to "tame" a few lizardmen and we want to trade for arms before we leave.

Antagonizing this guy would be a poor course of action.

Title: **Re: the peasant dwarf**
Post by: **Cinder** on **January 10, 2013, 12:48:41 am**

Bribe your way in with socks.

Title: **Re: the peasant dwarf**
Post by: **Tevish Szat** on **January 10, 2013, 01:46:45 am**

Quote from: anthony62490 on January 10, 2013, 12:21:42 am

Quote from: NAV on January 09, 2013, 11:41:17 pm

He's just doing his job. His job is to stop strange things from the caverns entering the fort. Mugging and kidnapping him isn't right.

Agreed. It's just a formality. We should just tell him the truth. We've managed to "tame" a few lizardmen and we want to trade for arms before we leave.

Antagonizing this guy would be a poor course of action.

This. We're local dwarven minor traders. Nothing as formal as a caravan, but we are, and the lizards and giant death bird are on our side.

Also, seconded looking for our runesmithing teacher... but passively. keep an eye out in the fort, and an ear out for anyone else wandering about the old fort when we get there.

Title: **Re: the peasant dwarf**
Post by: **AfellowDwarf** on **January 10, 2013, 10:05:33 am**

Quote from: NAV on January 09, 2013, 11:41:17 pm

Mugging and kidnapping him isn't right.

Right, wrong, whatever. What I see is a way of getting ourselves some cheap gear and an extra dwarf.

And while telling him we're traders will allow us passage, we should remember how dwarves trade. If we're going there as a trader, we'll have to try our luck with what we're going to be offered. If their broker is decent, we'll at least end up with items of greater worth, but we won't be able to chose what they'll put in the trade depot. Not to mention that the fortress might not even need our silver and meat. I also doubt they'll let us use workshops, since that will only work towards making our goods more costly for them.

Edit: I'm not saying mugging and kidnapping is the sensible thing to do, however, I believe that being viewed as a civilian will leave us in a better position then being a trader.

Title: **Re: the peasant dwarf**
Post by: **anthony62490** on **January 10, 2013, 02:56:22 pm**

Quote from: AfellowDwarf on January 10, 2013, 10:05:33 am

being viewed as a civilian will leave us in a better position then being a trader.

Yes. Let's keep in mind that we actually live here. Best not tell tall tales when the truth will be more effective.

Title: **Re: the peasant dwarf**
Post by: **AfellowDwarf** on **January 10, 2013, 03:00:56 pm**

Quote from: anthony62490 on January 10, 2013, 02:56:22 pm

Yes. Let's keep in mind that we actually live here. Best not tell tall tales when the truth will be more effective.

The only problem I can think of is that the dwarves might brand us a bearded elf for consorting with beastmen.
Edit: Also, it's important not utter the word 'tamed lizardman'(If we're even going to call them that) within hearing range of the female.

Title: **Re: the peasant dwarf**
Post by: **Tirion** on **January 10, 2013, 04:25:13 pm**

Guys, you forget that we're speaing about advendurer mode trading here, the peasant had bought and sold equipment for gold coins before.

Title: **Re: the peasant dwarf**
Post by: **gchristopher** on **January 10, 2013, 05:38:10 pm**

For the love of...

The Peasant has a Forgotten Beast on his Notable Kill List! Drop your weapons, stick out your beard, and announce how cool you are! Promise to tell the tale, and start throwing back **the free drinks!**

Dwarven priorities, people.

Title: **Re: the peasant dwarf**
Post by: **Kaos** on **January 10, 2013, 07:04:41 pm**

Quote from: gchristopher on January 10, 2013, 05:38:10 pm

For the love of...

The Peasant has a Forgotten Beast on his Notable Kill List! Drop your weapons, stick out your beard, and announce how cool you are! Promise to tell the tale, and start throwing back **the free drinks!**

Dwarven priorities, people.

I don't think kills by cave-in count on adventure mode. He wouldn't be able to dig in the first place either... so the notable kill is for the pick or the stalactite?

Behold!! this is **"Heavyfeather the merchant of rope"** the copper pick slayer of **"alien from the Simpsons"** the forgotten beast! beware its charming glare? :P

Title: **Re: the peasant dwarf**
Post by: **AfellowDwarf** on **January 11, 2013, 10:12:09 am**

Quote from: Tirion on January 10, 2013, 04:25:13 pm

Guys, you forget that we're speaing about advendurer mode trading here, the peasant had bought and sold equipment for gold coins before.

While the peasant was able to trade equipment and gold coins, this happened while people assumed he was either a civillian(trading in the fort) or an adventurer(caverns). If we tell the fort we are a trader, they'll treat us as such.

Edit: You know, it might be too dark for squinty eyes here to see us. We should use sparkelgem to show him we're a dwarf. To avoid confusion, we need to shout that we're not a wizard trying to kill them so we can raise their flesh as an army.

Title: **Re: the peasant dwarf**
Post by: **AfellowDwarf** on **January 19, 2013, 06:42:51 am**

It has been more then a week, and we're on the third page, so I'm afraid you'll have to exuse me.

"Bump"

Title: **Re: the peasant dwarf**
Post by: **IronTomato** on **January 20, 2013, 08:11:03 pm**

Quote from: Kaos on January 10, 2013, 07:04:41 pm

Quote from: gchristopher on January 10, 2013, 05:38:10 pm

For the love of...

The Peasant has a Forgotten Beast on his Notable Kill List! Drop your weapons, stick out your beard, and announce how cool you are! Promise to tell the tale, and start throwing back **the free drinks!**

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Behold!! this is **"Heavyfeather the merchant of rope"** the copper pick slayer of **"alien from the Simpsons"** the forgotten beast! beware its charming glare? :P

We purposely caused thw cave-in, so yeah, we killed it. This isn't DF, either, but if all else fails, show him WallPoke the Bone of Terror and say "Let me pass, and this is all yours."

Title: **Re: the peasant dwarf**
Post by: **AfellowDwarf** on **January 21, 2013, 10:51:23 am**

Quote from: IronTomato on January 20, 2013, 08:11:03 pm

We purposely caused thw cave-in, so yeah, we killed it. This isn't DF, either, but if all else fails, show him WallPoke the Bone of Terror and say "Let me pass, and this is all yours."

Give up wallpoke? Maybe as a last resort. We should offer him one of our beard-grooming secrets. Ours is obviously dwarfier then his. If he doesn't accept that, we should mention the latter repeatedly while calling him an elf.

Title: **Re: the peasant dwarf**
Post by: **Necrisha** on **January 22, 2013, 09:37:52 pm**

How about you say you got lost while digging for silver for the fortress he's from and would like to spend a few days getting supplies to go back?

Title: **Re: the peasant dwarf**
Post by: **AfellowDwarf** on **January 23, 2013, 10:43:01 am**

Quote from: Necrisha on January 22, 2013, 09:37:52 pm

How about you say you got lost while digging for silver for the fortress he's from and would like to spend a few days getting supplies to go back?

"What about the lizards?"

"Lizards? I don't see any lizards. Are you sober or something?"

Edit:

Upon remembering a previous note that we'd need to +1 something, just in case;

Quote from: anthony62490 on January 10, 2013, 02:56:22 pm

Yes. Let's keep in mind that we actually live here. Best not tell tall tales when the truth will be more effective.

Title: **Re: the peasant dwarf**
Post by: **slowpokez** on **January 23, 2013, 07:08:40 pm**

Like the Peasant dwarf but a bit more crazy :P
<http://www.bay12forums.com/smf/index.php?topic=122065.0> (<http://www.bay12forums.com/smf/index.php?topic=122065.0>)
I'll keep it running as long as Brewster's still busy. I thought It'd be simpler with 2 threads then having me help out 'round here like Brewster suggested ;D Afterall I couldn't copy his drawing style and I do lack that trait of Brewster's which is slightly reminiscent of sanity.

Title: **Re: the peasant dwarf**
Post by: **AfellowDwarf** on **January 23, 2013, 07:55:08 pm**

All right. That'll fill up the hole in my life for the time being.